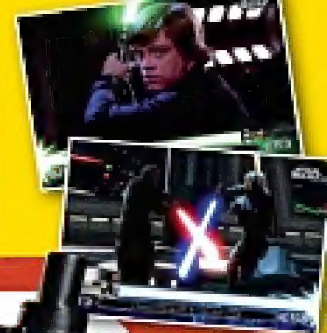




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THE CLONE WARS*
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CHANGED
THE SAGA!**



BEYOND *STAR WARS*

**HOW MARVEL COMICS
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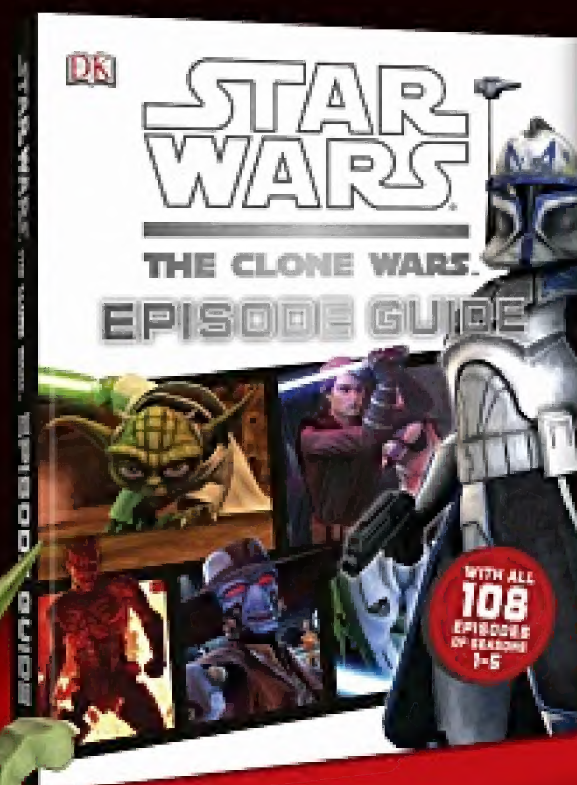
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"No politics, no plotting, no war." —Padmé, *Star Wars: Episode III Revenge of the Sith*

The team here at *Star Wars Insider* often check our official Twitter and Facebook pages to see what you, our intrepid readers, think of the magazine.

Something we picked up on recently was that there wasn't enough coverage of the prequels. And you're quite right—there's so much more to say about them! So, this issue, we're starting to redress the imbalance.

First up is a detailed look at the enigmatic Padmé Amidala, which will hopefully have you reaching for your *Star Wars* Blu-rays in order to rediscover this much underrated character. We've also got the handmaidens of Naboo in our Rogues Gallery feature, which names some of the more obscure characters from the movies. How many are you on first-name terms with? If you prefer prequel bad guys, then Temuera Morrison plays one of the best—Jango Fett—and he's sharing his love of the saga with us in *My Star Wars*!

We haven't abandoned the original trilogy, of course! We'll be covering *Return of the Jedi* in-depth next issue (it is, after all, celebrating its thirtieth birthday!), but please keep the comments and suggestions coming to the address on the left or on our Facebook page!

And what do you think of the exclusive cards, free with this issue, from Topps' new Jedi Legacy series? There are four to collect—which ones did you get?

May the Force be with you... Always.

Jonathan Wilkins

Jonathan Wilkins,
Editor

STAR WARS

★ JULY 2013 ★

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DOCKING BAY

STAR WARS: THE CLONE WARS

THIS ISSUE

"SHE'S NOT ONE TO FOLLOW ORDERS."

—CAPTAIN TYPHO, ATTACK OF THE CLONES, NOVEL

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FIVE ALIVE!

Insider looks
at how Star Wars:
The Clone Wars
has changed the saga
forever!



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COVER STORY!

This issue of *Star Wars Insider* is available with an image-only cover exclusively for subscribers. There's also an exclusive cover image that is available only at selected comic stores!

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SUBSCRIBER'S COVER



COMIC STORE EXCLUSIVE

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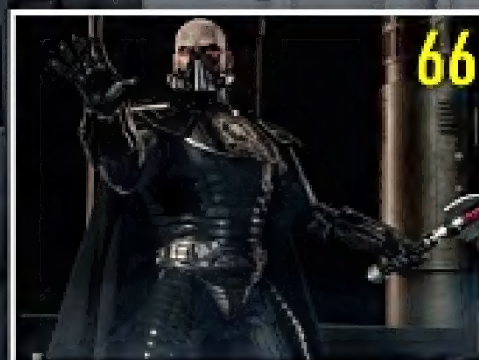
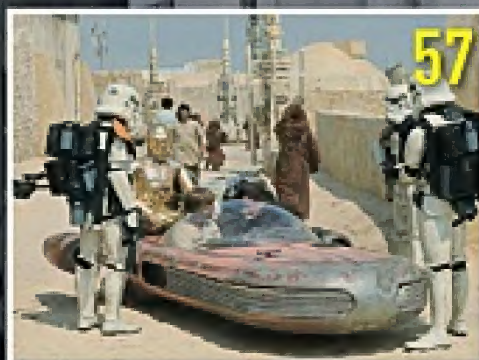
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LAUNCH PAD

THE LATEST UPDATES FROM THE STAR WARS UNIVERSE

CLASSICS ILLUSTRATED... AND THEN SOME!

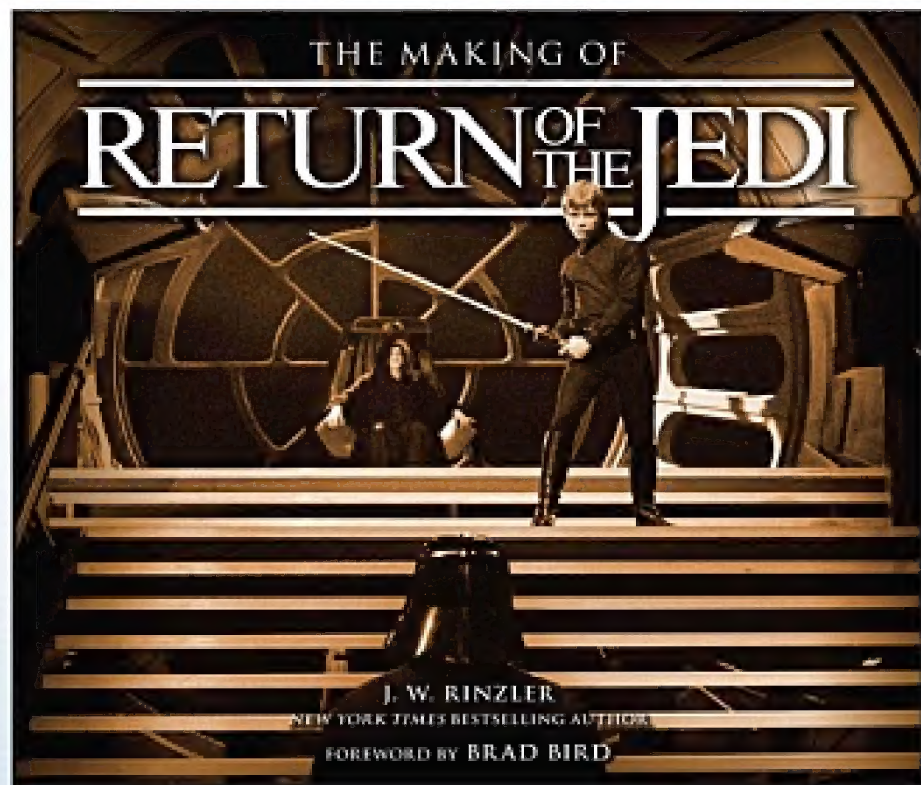
AUTHOR J. W. RINZLER PREVIEWS THE ENHANCED EBOOK VERSIONS OF *THE MAKING OF STAR WARS*, *THE MAKING OF THE EMPIRE STRIKES BACK*, AND *THE MAKING OF RETURN OF THE JEDI*

Star Wars Insider: What sort of additional content can we expect from the enhanced eBooks?

J. W. Rinzler: A lot of new visual and audio material, though it won't be available on all devices. The text will be the same, except for more captions—because instead of seeing, say, one concept drawing on a page, you might see three, five—or ten! Instead of three images from a set at Elstree Studios or an ILM shoot, you might see a dozen more. We're adding many new images to each eBook, for *Star Wars*, *Empire*, and *Jedi*. I've gone through pretty much every photo in Image Archives.

Plus, I've been spent many hours in the Lucasfilm Film Archives going through old dailies, 16mm and 35mm behind-the-scenes footage, and some random material looking for video we could consider including in the eBooks. We even found silent footage of the parade that first revealed Boba Fett to the public—he walks down Main Street, San Anselmo, with Darth Vader—the looks of the kids getting their autographs is priceless.

We also have cool BTS from the location shoot in Tunisia that we may include, such as the first ever take of Uncle Owen and Luke emerging from the homestead "igloo." We have great material from the sequels, too—dailies and behind-the-scenes. Most of it has sound, but some will feel like home movies from the past, without sound—Alec Guinness clowning around with Kenny Baker; a silent panorama taken from inside Luke's landspeeder on location; special effects expert John Stears adding smoke to the smoldering remains of Aunt Beru and Uncle Owen. Of course, most of it will have sound—dailies of Han, Luke, and Leia sneaking around the Death Star; Luke on Hoth, recovering, with different dialogue, and later dueling with Vader, and so on.





We'll also have vintage audio excerpts from interviews with George Lucas, and the stars—I even found an ADR recording of George Lucas directing Alec Guinness on how to say, "Use the Force, Luke" and other key moments from *A New Hope*.

All the audio and video material we use will be synched up in the book with the appropriate text. So when you read about the first cut of *Star Wars*, you may be able to dial up an example of the actual cut, with grease pencils marking where the laser blasts should go. Or when they're working on Jabba the Hutt, you may see the first tests with the animatronic puppet, or see the Dagobah and Hoth hangar sets in all their glory.

What was the biggest *Star Wars* mystery you unearthed when researching possible material for the eBooks?

The *Star Wars* gag reel was a great find. It's really funny when stormtroopers blast their way into the prison level on the Death Star and can't get through the door, then slip and slide as they try and fire their weapons.

Peter Cushing flubs a line; the opening crawl looks hilariously awful. At first we found only the audio portion. Then film archivist Monica Chin-Perez dug up the visuals to go with it.

I also think it's cool to see them dressing David Prowse in the Darth Vader costume—adding the helmet, the gloves.

What are the highlights?

I think fans and cinephiles are going to really love the extras, which could include material such as Irvin Kershner on the set with Ford and Fisher during the carbon freeze scene; Lucas talking about his earliest inspiration for the saga; Ford talking about Han Solo, and Ralph McQuarrie talking about his first paintings...

EXPANDED

All three eBooks will be available from October 1, 2013

UNIVERSE

Opposite page, from top: Film archivist Monica Chin-Perez sits at the flat-bed 16mm editing table, where she and Kinsler watched film from cans that hadn't been opened in decades. Photo by Tina Hill; the cover art for *The Making of Return of the Jedi*.

Left, from top: The previous *Making of* books will be getting the enhanced eBook treatment!

Right: A behind-the-scenes shot; coming to a handheld device near you!



STRIKE BACK!

STAR WARS AND PACIFIC LEAGUE JOIN FORCES TO LAUNCH AN EXCITING COLLABORATION PROJECT!

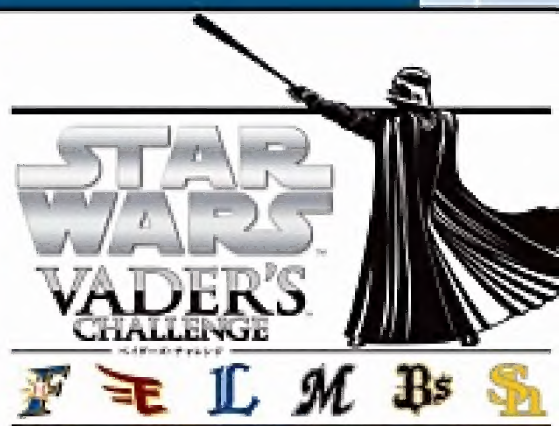
Pacific League Marketing Corporation (Minatoku-ku Tokyo, the president and representative director Yozou Tachibana) and all the six baseball teams of the Pacific League (Hokkaido Nippon-Ham Fighters, Tohoku Rakuten Golden Eagles, Saitama Seibu Lions, Chiba Lotte Marines, Orix Buffaloes, and Fukuoka Softbank Hawks) are pleased to announce the launch of a collaboration project with Lucasfilm, marking the 2013 season as the 35th anniversary of the release of the first *Star Wars* movie in Japan.

With the campaign name of "Vader's Challenge supported by mobcast," exciting promotions, including events and sales of items, are planned for this project.

For the June-September period, the events featuring Darth Vader and the Imperial forces appearing at all the six baseball stadiums of the Pacific League are planned to heat up the Vader's Challenge supported by mobcast campaign. The events will be held at each stadium according to the following schedule.

Saturday, June 22: Game starts at 18:00 @ Nihon Kleanex Stadium Miyagi Tohoku Rakuten Golden Eagles vs. Fukuoka Softbank Hawks

Sunday, July 7: Game starts at 13:00 @ Seibu Dome



Saitama Seibu Lions vs. Chiba Lotte Marines

Monday, July 15: Game starts at 17:00 @ Kyosera Dome Ohsaka Orix Buffaloes vs. Tohoku Rakuten Golden Eagles

Sunday, August 18: Game starts at 17:00 @ QVC Marine Field Chiba Lotte Marines vs. Orix Buffaloes

Tuesday, August 27: Game starts at 18:00 @ Fukuoka Yafuoku! Dome Fukuoka Softbank Hawks vs. Chiba Lotte Marines

Tuesday, September 10: Game starts at 18:00 @ Sapporo Dome Hokkaido Nippon-Ham Fighters vs. Orix Buffaloes

EXPANDED

Visit www.rakuten.co.jp/plm-baseball for more information

UNIVERSE

LOOKING BACK ON LUCASARTS

WITH THE NEWS THAT LUCASARTS HAS CEASED GAME DEVELOPMENT, DAVID W. COLLINS, FORMER LEAD SOUND DESIGNER AND VOICE DIRECTOR, LOOKS BACK ON THE COMPANY'S INCREDIBLE CONTRIBUTION TO VIDEOGAME CULTURE.

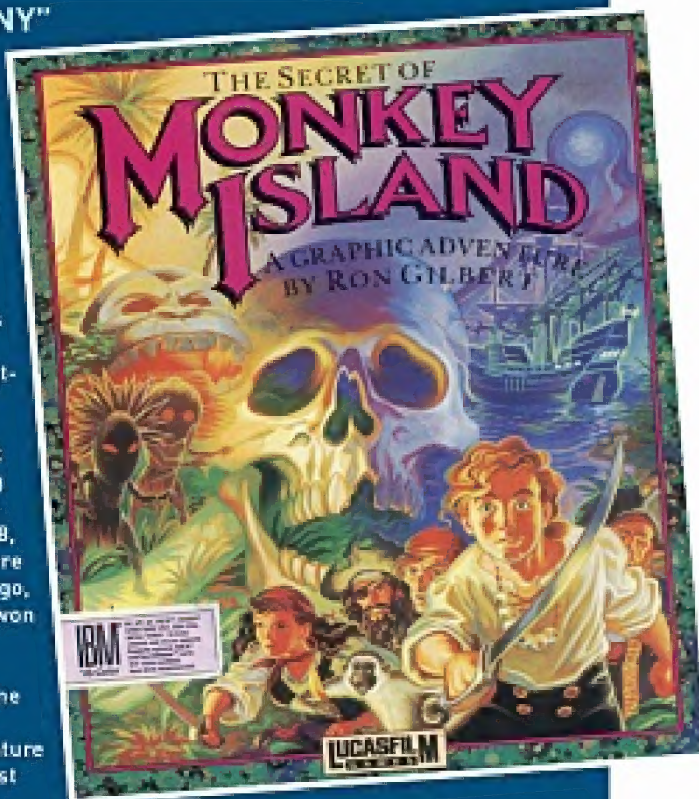
LucasArts (originally called Lucasfilm Games) was founded in 1982 when George Lucas became interested in expanding beyond film and into other media such as video games. Throughout its 30-year history, LucasArts pioneered new forms of interactive entertainment on almost every platform imaginable. It also brought us unforgettable *Star Wars* experiences, which helped revive the franchise in the 1990s, and which kept us playing through the prequel era and beyond.

One of the oldest, most influential and storied companies in all of the entertainment industry, LucasArts closed its doors on April 5, 2013. Though there are countless great moments to recall, I'm pleased to share some memories as both a fan and former employee who grew up loving these games.

"SCUMM AND VILLAINY"

In 1987, a little game called *Maniac Mansion* gave birth to a LucasArts scripting language named SCUMM (Script Creation Utility for Maniac Mansion). This breakthrough would lead LucasArts to the creation of some of the most memorable titles in all of the gaming industry. Labeled as "adventure games," these early works became famous for their mind-bending puzzles, humorous writing, and clever, light-hearted stories. Who can forget titles like *Indiana Jones and the Fate of Atlantis*, *Sam and Max Hit the Road*, *Full Throttle* (featuring the voice of Mark Hamill), or *The Secret of Monkey Island*? In 1998, LucasArts perfected the adventure game formula with *Grim Fandango*, a game lauded by critics, which won several industry "Game of the Year" awards.

While LucasArts would become largely known for its work in a galaxy far, far away, these adventure games represent some of its most influential and revered material.



"HEY, HAVE YOU SEEN THIS? YOU CAN FLY AN X-WING!" (STAR WARS IN THE 1990s)

I'll never forget the first time I stepped into the cockpit of an X-wing starfighter. The year was 1993, and I had just discovered a flight simulator/combat game from LucasArts called *Star Wars: X-Wing*. Suddenly, my love of *Star Wars* experienced a renaissance that continues to this day. Term papers and homework were in competition with flying missions in a variety of rebel ships, and I valued my Kalidor Crescent medal (given to me by Mon Mothma) more than any soccer trophy or spelling bee award. I simply couldn't believe I was flying around in the *Star Wars* galaxy!

While *Star Wars: X-Wing* was incredible, it was topped by 1994's *Star Wars: Tie Fighter*, a game that placed you in the pilot seat of Imperial vehicles as you worked through the ranks of the Emperor's inner circle. It even featured a cameo from a new character at the time—Vice-Admiral Thrawn.



CD-ROM—"WHOAH... IT'S LIKE A MOVIE ON MY COMPUTER!"

In the early 1990s, the games industry took a quantum leap forward with the invention of CD-ROM. One of the industry's first titles to flex this new technology's power was *Star Wars: Rebel Assault*, an arcade-style action game that featured full-motion CG video of the *Star Wars* universe—light-years beyond what PCs were capable of at the time. Other amazing games followed, including *Star Wars: Dark Forces* (influenced by ID Software's very popular *Doom* series), which introduced an amazing character named Kyle Katarn. *Dark Forces* was groundbreaking for its detailed 3D environments, enabling *Star Wars* fans to explore Imperial space stations, exotic planets, and even have a showdown with Boba Fett—all in first-person perspective. *Star Wars: Dark Forces* was followed by *Star Wars: Jedi Knight: Dark Forces II*, a LucasArts masterpiece that combined first-person action with third-person lightsaber combat.



"IT IS THE YEAR 2005..."

While LucasArts struggled in the early 2000s, it came back with a vengeance in 2005 with the launch of a non-*Star Wars* game called *Mercenaries*. In March, the company released one of the most beloved *Star Wars* games in history (one that's "near and dear" to this writer's heart as a team member): *Star Wars: Republic Commando*. Less than two months later, *Star Wars: Episode III Revenge of the Sith* crashed into retail stores on 5/5/05, offering the first look at footage from the film, weeks before it was released.

But none of these hold a candle to the release of *Star Wars: Battlefront II* (which landed in stores alongside the Episode III DVD that fall)—arguably the most successful and popular *Star Wars* game of all time. This incredibly successful year for LucasArts paved the way for what was yet to come: one of the most ambitious and challenging chapters in the company's history.



THE FORCE UNLEASHED

LucasArts built a new internal team, new internal technology, and a new story-based, physics-based game called *Star Wars: The Force Unleashed*. A huge team from LucasArts, ILM and Skywalker Sound collaborated for over three years to bring this title to launch in September 2008—and the impact was phenomenal. Millions of gamers stepped into the feet of Galen Marek (aka "Starkiller"), Darth Vader's secret apprentice who assists the dark lord in purging the galaxy of all remaining Jedi. Along the way, Starkiller is betrayed by Vader, learns the meaning of friendship and loyalty, starts the Rebel Alliance in secrecy, and ultimately finds redemption along with Captain Juno Eclipse, Jedi Master Kota, and the Sith Holo-Droid PROXY. Not only is *Star Wars: The Force Unleashed* significant for LucasArts as a huge hit with fans, but it sadly represents the last game to be developed and released by the internal studio (along with a 2010 sequel, *Star Wars: The Force Unleashed II*).

"GAME OVER...CONTINUE?"

LucasArts possesses a fascinating history filled with groundbreaking games. While it may be easy to remember its missteps in recent years, LucasArts gave *Star Wars* fans some of the most memorable gaming experiences they've ever had as both a developer and publisher. And if *Star Wars: 1313* had been completed, I'm confident it would have eclipsed them all. Though we mourn the loss of what could have been, we await a new chapter in *Star Wars* gaming.

A long time ago, George Lucas created a daring, independent video game company—and thanks to it, gamers and *Star Wars* fans will never be the same. Read more about LucasArts' pivotal role in videogame history in *Rogue Leaders* (Chronicle Books).

FAREWELL, ADMIRAL

THE MUCH-LOVED ACTOR BEHIND A *NEW HOPE*'S ADMIRAL MOTTI HAS PASSED AWAY

Richard LeParmentier, the actor who portrayed Admiral Motti so memorably in *A New Hope*, passed away suddenly on Monday April 15, 2013. A fixture on the *Star Wars* and sci-fi convention circuit, Richard was hugely popular with fans, telling stories of his time on the film and recounting memories of his movie career, both in front of and behind the cameras.

Born in Pittsburgh in 1946, Richard joined drama school as a teen and was soon traveling Europe and Africa, eventually arriving in the UK where he gained his union card, and a career in film and TV began. That led to taking the role of Motti in *Star Wars*, the iconic

centerpiece of a career that included roles in *Superman II* (1980), *Who Framed Roger Rabbit* (1988), and writing for UK television.

But he won't be remembered for just that. His love of fandom and events, his numerous honorary memberships of garrisons and organizations worldwide, his skill at petanque, his love of a good red wine and interesting conversation, and that iconic scene that showed audiences

the power of the dark side of the Force...

Rest in peace Richard. Life and *Star Wars* goes on, but neither will ever be quite the same.



THIS IS MADNESS

STARWARS.COM'S MATT MARTIN ON THE TOUGHEST *STAR WARS* CHARACTERS AS VOTED FOR BY FANS!

Let's face it, we all knew it was going to come down to Yoda vs. Darth Vader, but who would have thought a prequel character such as Count Dooku could take down Tarkin, or that a character as iconic as Princess Leia would just narrowly defeat her mother, Padmé? This *Is Madness: The Star Wars Character Tournament* held on starwars.com proved that *Star Wars* fans are not always as predictable as one might think.

This *Is Madness* pitted 32 of the most popular characters in the *Star Wars* galaxy against each other in a March Madness-style bracket tournament with the dark side taking on the light side. Each day fans voted online on a matchup for each side of the bracket—until one character was crowned the most popular character in a galaxy far, far away.

Like any good tournament, This *Is Madness* had its share of upsets and blowouts. On the light side, early favorite Han Solo was taken down in the second round by Obi-Wan Kenobi with a margin of 10% and in the "Duel of the Eights" round, fans chose R2-D2 over Chewbacca as the ultimate co-pilot with an 11% margin. The Fetts faced off on the dark side with Boba coming out on top with 78% of the vote—only to be handily defeated by Darth Vader in the "Fate of Four" round.

Three weeks and 2.5 million votes later, Yoda took home the championship over Vader—proving that even on the cynical interwebs, the bad guys don't always win. Here's hoping #TeamHondo goes all the way next year!

COLIN HIGGINS "THE WEDGE THAT NEARLY WAS" PASSES

REMEMBERING THE ACTOR WHO PORTRAYED THE "FAKE" WEDGE ANTILLES IN THE ORIGINAL *STAR WARS*.

The actor who portrayed the "fake" Wedge Antilles in the original *Star Wars* has passed away. Colin Higgins,

a veteran of UK television and stage, died in December 2012, two months before the starwars.com Official Blog featured a nostalgic article that pieced together his involvement in *A New Hope* and his part in bringing Antilles to life.

Higgins often made light of the reasons for his removal from the role of Wedge at conventions. "I'll tell you my story. I was originally cast as Wedge. I screwed it up and I got fired. Every actor sometimes gets fired if they

screw it up, and mine just happened to be on *Star Wars*!"

Higgins' friend and fellow *Star Wars* actor, Gerald Home, explained in more detail. "Colin told me the trouble he had filming was that he couldn't remember his line, so the line he ended up saying was much shorter than the original. Sci-fi lines are notoriously difficult to learn because they often don't make sense. He said it was because of this that he was sacked."

Despite his on-set mishap, Higgins helped turn Wedge from just another member of Red Squadron into a fan favorite, beloved on film and in the EU.



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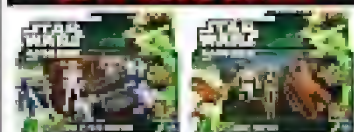
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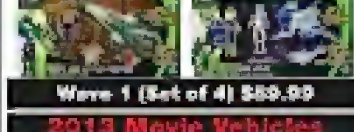
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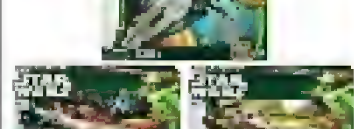
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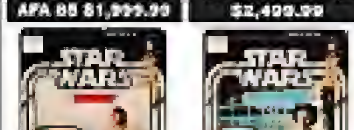
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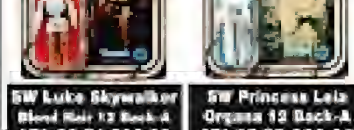
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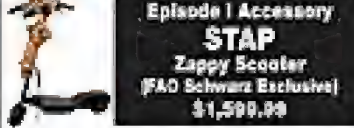
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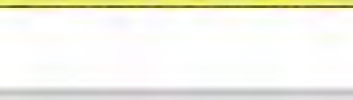
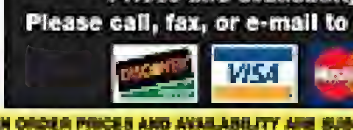
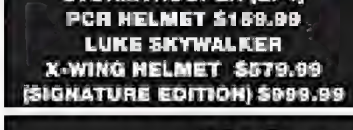
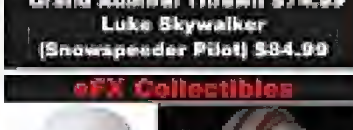
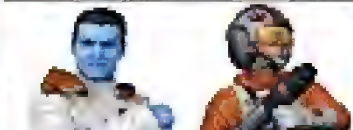
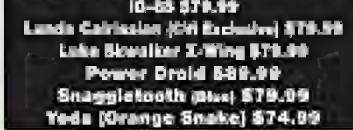
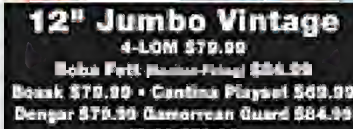


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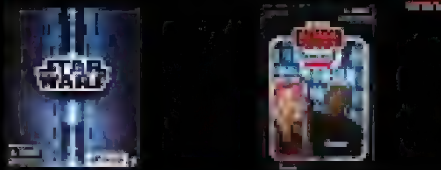


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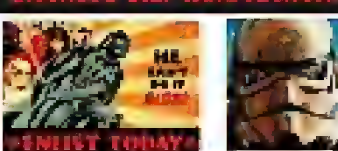


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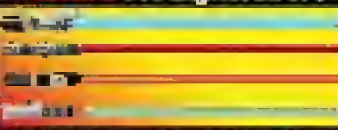
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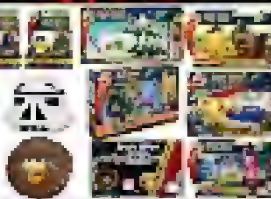
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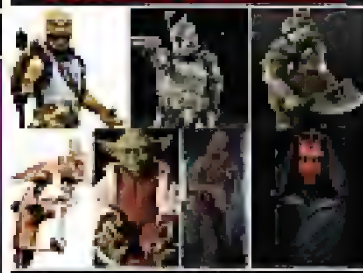
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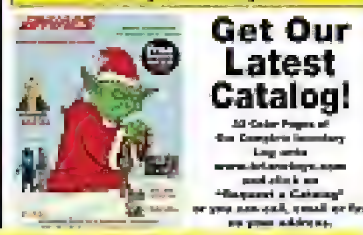
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THE SHOW THAT CHANGED STAR WARS

HOW SEASON FIVE OF *THE CLONE WARS* CHANGED AND EXPANDED *STAR WARS*—FOREVER!

By Eric Geller



The news that *Star Wars: The Clone Wars* would not get a full sixth season generated a lot of discussion, as fans digested the fact that many loose ends in the animated series would therefore not be immediately tied up. It's no surprise that the show's cancellation led to so many petitions, letter-writing campaigns, and social media protests. Since the summer of 2008, *The Clone Wars* had effectively dominated the *Star Wars* franchise, first as a feature film and then as a television show that also spawned books, comics, videogames, and toys.

It's also worth considering just how much the series had already accomplished by the time the sun set on the Season Five finale, "The Wrong Jedi." Many fans immediately began wondering about the fate of Ahsoka Tano and the impact that her decision to leave the Jedi Order would have on her former Master, Anakin Skywalker. These weren't the only issues that the last season dealt with in its 20 action-packed, thought-provoking episodes. Season Five was a veritable maelstrom of character development and thematic exposition. It built upon a four-season-long exploration of the complicated web of situations and issues at the core of the prequel era.





REBELS WITH A CAUSE

After an impressive season premiere following up on the adventures of Darth Maul and Savage Opress, Season Five delved into the idea of rebellion with four episodes set on the planet Onderon. These episodes not only showcased the animators' increasing skill at depicting lush environments and exotic creatures, but they also hinted at the seeds of rebellion that would spread across the galaxy with the Emperor's declaration of a New Order in *Revenge of the Sith*. The Onderon rebellion laid the groundwork for the disparate rebel groups that would unite by the time of *A New Hope*.

The Onderon story arc also explored the psychology of rebellion by placing Steela's band of freedom fighters in the classic insurgent's predicament. How much damage could they do to the Separatist army occupying Onderon without inciting a backlash from the people? What kinds of disruptions would the people endorse, first tacitly and then openly? How far could the rebels take their campaign of sabotage before they risked trampling on the very innocents whose lives they wanted to improve? This conundrum—a central theme of all rebellious movements—received almost no attention in the original trilogy, which focused on starker contrasts between good and evil.

Dapperline page: *Muskie* says goodbye. The final episode charged viewers of Season Five of *The Clone Wars*.

Main image: The rebels of Onderon who played a crucial part in the season and the saga.

RETURN OF THE SITH

Without a doubt, the return of Maul was one of *The Clone Wars*' most game-changing decisions. But even though Season Four actually re-introduced the character, it was the fifth season that built him up and tore him down in a way that dramatically altered our perceptions of him. After Mother Talzin healed his mind and body with her dark magicks, Maul set in motion a series of ruthless plans that nobody could have imagined him masterminding prior to his animated resurrection.

In the fifth season premiere "Revival" and the three Maul episodes that followed later in the season, the former Sith apprentice demonstrated that he was more than a simple killing machine. He made alliances and inspired loyalty through fear and cunning, he bested Obi-Wan Kenobi and was always one step ahead of even his most creative pseudo-allies, as we saw in the case of Pre Vizsla.

Maul's journey from quite literally, "Half the man he used to be," to shrewd tactician and puppet-master ruler of Mandalore represented one of *The Clone Wars*' boldest moves in its five-season history. The Dathomirian Zabrak had spoken less than three dozen words in *The Phantom Menace*, but supervising director Dave Filoni and his team endeavored to show fans that there was more to him than met the eye. While Maul remained ruthless, he also knew when to use violence and when to be more tactful.



WHAT IF AHSOKA HAD REMAINED IN THE JEDI ORDER?

This page: Ahsoka and her younglings get ready for action!

Opposite page: Fenn vs. Grievous: Round Two!





"Maul keeps both
his red blades
in his hands
to win a duel!"

"Sidious plays the role
of a master manipulator."

"Ahsoka's growth in
this season is key."

It was not long before his exploits attracted the attention of the man behind the curtain, Darth Sidious. For the first time in the series' history, Sidious left Coruscant to tie up a loose end. Sidious confronted his former apprentice in the episode "The Lawless" and made short work of both Maul and his brother Savage Opress. In a duel that left no doubt as to why Sidious was the Dark Lord of the Sith, he re-established his control over Maul and told him that he had plans for the newly subservient Zabrak warrior. In just four short episodes, we saw a completely new side of Maul, and the writers teased us with the cryptic promise that Sidious wasn't done with Maul yet...

AHSOKA COMES OF AGE

Ahsoka Tano was the most important character in Season Five. She played a role in almost every story arc, from the rebellion on Onderon to the Jedi younglings' unexpected first mission to the dramatic turn of events beginning in "Sabotage." In 2008, *The Clone Wars* feature film introduced Ahsoka to the world, and ever since then, many of the story arcs in the show have been designed to push her in new directions and expose her to challenges that would test her mettle. There was more of that in Season Five than ever before, and because of that, this season irreversibly changed Ahsoka—and by extension, her emotionally invested mentor Anakin Skywalker.

Ahsoka's growth in this season began on Onderon, when she was forced to confront two obstacles to her future success as a Jedi Knight. The first challenge was her frustrating obligation to obey the Jedi Council and refrain from actively aiding the rebels in ways that could tie the Jedi to their fight. In the struggle on Onderon, Ahsoka saw good people trying to do the right thing for the right reasons. She recognized that the Council was caught up in politics, however, and bristled at their constraints. Despite (or even because of) her Jedi training, she made the decision to disobey the Council.

When Onderon's Separatist-backed puppet government was about to execute the rebel leaders, she stepped up and revealed the Jedi presence on Onderon—to save her friends and prolong their fight for freedom in that corner of the galaxy. To Ahsoka, the lives and ideals that she preserved seemed to justify defying the Council's orders.

The second challenge that Ahsoka faced on Onderon involved her emotions.



Her old friend Lux Bonteri was back in her life, fighting with the rebels alongside Steela and Saw Gerrera. Ahsoka and Lux had a complicated history, mostly due to the fact that Lux's late mother had been a Separatist senator. The other problem, of course, was Ahsoka's commitment to the Jedi Order and her vow of romantic non-involvement. Earlier seasons made it clear that the two teenagers clearly felt something for each other, but the constraints of the societies in which they lived made it impossible for that feeling to blossom into anything significant.

She carried obvious emotional baggage with her throughout the four episodes, and there were many moments where Ahsoka seemed to be wishing that the Jedi Order didn't forbid attachments. She managed to keep her feelings in check during the mission—thanks in part to some rather ironic relationship advice from Anakin—but the tension between her and the structure within which she worked would eventually burst.

As the Onderon story arc gave way to the "Young Jedi" four-parter, however, Ahsoka's status within the Jedi Order seemed stable. Ahsoka's next major mission offered her even more independence and responsibility. Tasked with guiding and protecting a group of younglings who were building their first lightsabers, Ahsoka received a taste of what it would be like to be an instructor at the

Temple or a Master to a Padawan of her own. In retrospect, this was a remarkably effective bit of storytelling. With a major change in Ahsoka's life looming on the horizon, this story arc offered us a "what-if" sort of premise: What if Ahsoka had remained in the Order and gone on to supervise younglings or train an apprentice of her own? In the story arc's final episode, "A Necessary Bond," Ahsoka even held her own in a duel against General Grievous, something that far more experienced Jedi have often failed to do.



ALL GOOD THINGS...

The twentieth and final episode of Season Five, "The Wrong Jedi," packed a double punch, because it was, in a sense, two endings. It showed us the end of Ahsoka's membership in the Jedi Order; as we later learned, it was also the last new, regular episode of *The Clone Wars* to air on television.

There had been signs of a widening rift between Ahsoka and the Order for several seasons. From the older Ahsoka visiting her younger self on Mortis with a warning about following her own path, to the ideological rigidity of the Republic political system and its reluctance to endorse negotiations with the thoughtful Separatist Senator Mina Bonteri, right down to the insulting and disgraceful way in which Ahsoka was treated in the final story arc. Her decision to leave the Order came after several incidents that sapped her faith in the government she served and discredited the organization to which she had devoted most of her life.

For five years, Ahsoka had served as a vehicle for engaging a new generation of fans. She was the viewers' eyes and ears on most of her early missions; it was through her perspective that we watched Anakin and Obi-Wan team up to defeat the Separatists. While *Star Wars* has mostly been about the Skywalker family story, *The Clone Wars* was in many ways Ahsoka Tano's story.

Ahsoka's importance to the series was greatly enhanced by her status as Anakin Skywalker's Padawan. Whatever happened to her in the end would weigh heavily on Anakin. One need look no further than the Season Two episode "Weapons Factory." When Ahsoka and fellow apprentice Barriss Offee became trapped in the rubble of a Separatist foundry on Geonosis after an explosion, Anakin's demeanor—visibly disturbed, anxious, distracted, and angry—worried his counterpart, Master Luminara Unduli. Whereas Master Unduli acknowledged the possibility that their Padawans might die, Anakin refused to concede such an eventuality. There were smiles and reassurances all around when Ahsoka and Barriss emerged from their

would-be tomb, but the unsettling truth was that Anakin was emotionally invested in Ahsoka's wellbeing to an unhealthy (but darkly familiar) degree.

The show also hinted at the marginalization and ostracizing of the Jedi Order through Ahsoka's story. From the ordinary citizens protesting outside the Jedi Temple to bombing suspect Letta Turmond's disdain for the Jedi and their ivory tower, the last story arc of Season Five explored an issue that had taken a backseat to other developments. As the series inched closer to *Revenge of the Sith*, one of its challenges was to seed the idea of public backlash against the Jedi Order. What better way to do that than to test the Jedi's ability to protect both its own members and the innocent civilians who worked for the Order?

When the corrupted Jedi apprentice Barriss Offee confessed to having bombed the Jedi Temple and framed her friend Ahsoka for that and subsequent acts, she framed her confession in the form of an exposé



BARRISS SOWED DISTRUST IN THE SENATE REGARDING THE JEDI ORDER'S ABILITY TO POLICE THEMSELVES AND SECURE THEIR RANKS.

about the failures of the Jedi Order. Given that the Jedi were not universally loathed in Episode III, *The Clone Wars* could only take the anti-Jedi propagandizing so far. Even so, Barriss' confession must have had Palpatine smiling on the inside as he watched the proceedings. In a speech that carried all the hallmarks of the self-appointed Emperor's address to the Senate at the end of Episode III,

Barriss sowed distrust in the Senate (and the HoloNet-viewing galactic public) regarding the Jedi Order's ability to police themselves and secure their ranks.

The Jedi Order's popularity was not the only thing in jeopardy, however. The Order was also losing

the trust of the Clone Army. Rarely had viewers seen a negative impression of the Jedi Order through the clones' armored faceplates. Ahsoka, innocent but without an alibi, presented an easy scapegoat for the clones' frustration when she escaped her military base prison cell. Since the war began, the clones had been dying by the hundreds, and the idea that it was the fault of their Jedi leaders could not have failed to register with them. When Ahsoka supposedly snapped, they found an outlet for their anger. The most sinister fact of this entire story arc was that the clone troopers' blaster fire was effectively target practice for the massive anti-Jedi operation that loomed on the television series' horizon: Order 66.

Opportunity for Jedi: Palpatine, Anakin, and the clones' distrust of their leaders is the backdrop.

Black Image: Barriss' Office's darkening of the Jedi Order's reputation for the clones for the "Sinner Five" story.

Below: Anakin and Tarkin. Something tells us they will be working together in the future...



ANAKIN'S JOURNEY

When it came to reacting to loss and pain, however, Anakin Skywalker was a different story. In a sense, *The Clone Wars* has always been about Anakin, and although this season featured him in only a few episodes, the last scene of the last episode was enough to raise all kinds of questions about his emotional stability, his faith in the Jedi Order, his opinion of the Council, and his trust in his own mentoring abilities. Ahsoka Tano meant so much to Anakin that fans had always expected her eventual fate to weigh heavily on him.

The scene that concluded *The Clone Wars*' final season encapsulated the whirlwind of change and expansion that had occurred in the season's 22 episodes. As Ahsoka walked away from Anakin into the sunset and the scene faded out, the transformation of Anakin Skywalker into Darth Vader loomed large in fans' minds. 🌑

EXPANDED

Eric Geller is a college student majoring in political science. Follow him on Twitter at @ericgeller.

Star Wars: The Clone Wars Season Five will be released on Blu-ray and DVD later this year.

UNIVERSE

MY STAR WARS

TEMUERA MORRISON'S PERFORMANCE AS BOUNTY HUNTER JANGO FETT WAS ONE OF THE HIGHLIGHTS OF *ATTACK OF THE CLONES*. *INSIDER* SPOKE WITH THE NEW ZEALAND-BORN ACTOR ABOUT HIS WORK ON *STAR WARS* AND THOUGHTS ON THE SAGA AS A WHOLE. INTERVIEW: JAMES BURNS AND MARK NEWBOLD

When did you first become aware of Star Wars?

I heard about the first one when it came out in 1977. However, it didn't grab my attention, as I was just leaving high school and had other things on my mind. I actually was not one of those kids who hung out at the movies.

What was your reaction to seeing Star Wars for the first time?

Like a lot of people, I thought it was quite an eye-opening experience. *Star Wars* broke through all the barriers within the industry with its special effects.

Do you have a favorite scene? I like the scene when Darth Vader tells Luke he is his father. Wow! That was a surprise.





What is your favorite Star Wars film and why? *The Empire Strikes Back* because it had a great director... and Boba Fett.

Can you reveal something about yourself that will surprise Star Wars fans?

I got the letter from my agent that I had a Star Wars meeting with Robin Gurland, the casting director. I was told that it was to take place in the Bel Age Hotel, Sunset Strip, on the 10th floor. It just so happened I was staying at the same hotel on the 9th floor.

I remember looking at the letter and thinking, *Wow! A Star Wars meeting.* Robin recorded our conversation—it was simply a chat. A month or so later I received a phone call from her saying, "Tem, we would love you to play the part of Jango Fett." On hearing this news, I leapt around the room with pure delight and in the same breath said, "Who is Jango Fett?!" Of course on doing a little research I found out he is the father of Boba Fett who is a very popular character...

Where did you sign your first Star Wars autograph? DisneyWorld Orlando at a Star Wars Weekend.

Do you often get recognized?

I have overheard conversations where people say, "Hey, son, that's that guy from *Once Were Warriors*, Jake the Muss." Then the son replies "No, dad, that's the guy from *Star Wars*, Jango Fett, the bounty hunter." 🙄

EXPANDED

Follow Temuera on Twitter at: @Tem_Morrison

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Do you have a favorite Star Wars toy? Unfortunately, I keep giving everything away!



INDUSTRIAL BEGINNINGS



BACK IN 1985, *INDUSTRIAL LIGHT & MAGIC: THE ART OF SPECIAL EFFECTS* AUTHOR THOMAS G. SMITH INTERVIEWED VISUAL EFFECTS PIONEER JOHN DYKSTRA ABOUT THE EARLY DAYS OF *STAR WARS*, INDUSTRIAL LIGHT & MAGIC—AND HIS GROUNDBREAKING WORK THAT CHANGED CINEMA FOREVER! HERE, *INSIDER* PRESENTS THE EXCLUSIVE UNEDITED INTERVIEW FOR THE FIRST TIME.



John Dykstra imports the starfighter models that would later be used to realize the Battle of Yavin, in *Star Wars*.



From top, left: Dykstra prepares to blast the surface of the Death Star; testing the freshly built motion-controlled camera; the team gets the Millennium Falcon into position; Dykstra, modelmakers John Erland (left) and Grant McCune (right) inspect their work.



Opposite page, from top: The Falcon takes flight; the workshop gave the impression of slow progress to the studio, but in reality movie history was being made; Dykstra and unidentified crew rush to finish the movie.



"FOR THE MOST PART, WE WERE ALL SORT OF STUDENTS."

Right: Dykstra charts the path of a Y-wing fighter prior to shooting.





Thomas G. Smith: How were you approached to work on *Star Wars*?

John Dykstra: I was in design school and I went to work for Doug Trumbull after leaving. It was during the time he was working on *Silent Running* [1972]. He was working with Wayne Smith [special designer], Bob Shepherd [special designer], and some other folk, who went on to work at ILM.

I continued to work for Doug on and off during that period of time. I'd done some special effects camera work, and they were doing a project which required some miniature photography. I went to work on that, and I met [electronics designer] Al Miller, who played a key part in some of the material we generated, such as the designs for some of the motion controls.

One day, the producer Gary Kurtz contacted me. That was the beginning of my work on *Star Wars*. I don't know how he knew about me, because basically, the only things I had done were a project called *Voyage to the Outer Planets*, which had a credit on it, and *Silent Running*. The rest of the stuff I had done was never released. There were some commercials, but of course, they don't have credits. I think the first time I went to talk with just Gary, and the next time George Lucas was there. He told me about all the stuff they wanted to do in the movie. This was in 1975.

Was it difficult to figure out how it was all going to work? They installed me in an office at Universal and we started figuring out what it is we had to do to make the movie work. This was the first encounter I had with any production that required the quantity of shots that *Star Wars* needed. It required something that would not have ordinarily been considered, which

was moving a camera during the travelling matte shots, so we could actually have a moving camera platform that pursued a target and was able to pan and tilt. This was essential to make the imagery that George talked about. It was akin to the dogfight footage which he had cut up and used as a moving storyboard. There was no way to do it without making multiple pass photography with matched backgrounds, foregrounds, and middle planes.

You have to be able to shoot a group of ships, with one ship attacking, one in the foreground that's being attacked, and the background that goes behind them, be it stars, planets, or a combination of both.

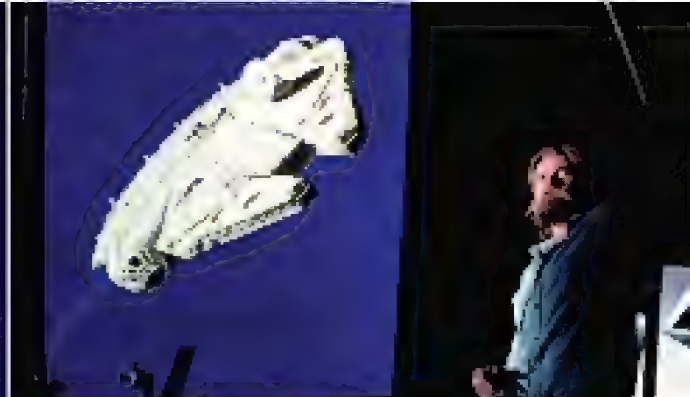
So in every case we tried to have a middle ground and a background that had some distinct motion to them, at least in our drawings and our storyboards.

We also had to start designing and building the equipment to shoot our footage. The people that were initially involved were myself, Will Shourt [camera & mechanical design: miniature and optical effects unit], Grant McCune [chief model maker], Don Trumbull [camera and mechanical design], Al Miller, and Doug Smith [assistant cameraman]. Robert Blalack came in initially to be involved with the optical effects. Richard Edlund [first cameraman], Richard Alexander [camera and mechanical design], and Bob Shepherd completed the team.

Was it an experienced team? The majority of those people were not from motion picture backgrounds! Richard Edlund was from a commercial background. Don Trumbull was a machinist and a designer. He'd worked on the *Wizard of Oz* [1939]. Dick Alexander was a machinist and worked for Doug Trumbull as well, and he had worked for a microscope company. Bob Shepherd had done a variety of things. He'd studied and worked as a designer and he owned a sandwich shop! He worked on *Silent Running* as a hands-on craftsman and he had some organizational skills.

Grant McCune, who supervised the model shop for *Star Wars*, was a lab technician, but he was also a model builder. Most of these people were people that I liked an awful lot. They were my closest friends.

It was really a community effort. Basically, I was overseeing it, and then I'd present designs to George. Joe Johnston was the guy who was



coming up with the different ideas based on what we needed.

The real trick to doing that first movie was getting together a group of people who were absolutely incredible. I couldn't have asked for a better group of people to work with.

All these harebrained schemes actually came together and functioned. There was a tendency on their part to say, "That guy's busted his ass to do his part. How can I bust my ass to make my part look even better?" You may or may not know, but one of the biggest problems in any business involving creative people is the syndrome of, "Well, they're not working as hard as I am"—but we were the opposite! It was pretty screwy, though, so I can see how an outsider would feel it was not very organized.

Did people from 20th Century Fox raise their eyebrows at what you were doing? Not really. George and Gary isolated us to a great extent, I think, because there was a certain amount of jealousy from the people at Fox. We had a genuinely good time here. We were making stuff. During the first six months of production, somebody comes up and says to you, "Build me a camera that does motion control,"—you're going to spend a lot of money before you're going to see any results. The first six months were really hair-raising for those people. They were pouring money in very quickly, and there was not only no film—there was nothing to look at! We had a couple of models in the back, but the biggest part was empty space. Everything was on drawing boards and in the machine shop, and we basically built that stuff from scratch.

What was your relationship with George and Gary?

Well, I thought it was fun, but then I was quite manic! There's no question about it: I'm crazy as a kook. I think that George was busting his ass to keep these people off our necks and we were busy not paying attention to things like, "Well, we shouldn't have a redwood tub out here for people to swim in at noon when it's 110 degrees."

For the most part, we were all sort of students. We were still of the student mentality. Jimmy Nelson (ILM's auditor and production manager) was probably the guy who was the most responsible in the group. He was probably trying to keep us from ruining our image in the eyes of the people who were spending all the money!

Was there any danger you wouldn't make the release date?

There was always a danger we wouldn't make the release date. It was a pretty crazy thing going in, and I think any rational person having to set about that task now would probably say, "Forget it! I can't do it."

I would guess that we were probably six months later than George would have liked us to have been. However, it took us six months to build all the cameras and the equipment to do



Above, from top: Shooting the *Force IV* for the opening sequence that would change the lives of the generation that first saw it; the model of the Death Star surface, about to get blasted!

Opposite page, above: Showing all a X-wing model before a take.

Opposite: The impressive *folken* model takes center stage as model makers Grant McCune, Steve Gawley, Jon Erland, and Carrie Peterson look on.





the work, so I think that might be why we ran late.

After that initial six months, how long did it take to finish the shots? I think it was about 12 months. I'm guessing 18 altogether. It was ridiculously short, considering we had to build all the equipment.

When we started, there wasn't a single thing. There wasn't a lens, there wasn't a camera, there wasn't an optical printer, there wasn't even a machine to make parts to do those things. We fitted that facility from scratch, including putting in the electric!

It certainly could have been better, but I really can't deny that the enthusiasm and the energy shows in the final product.

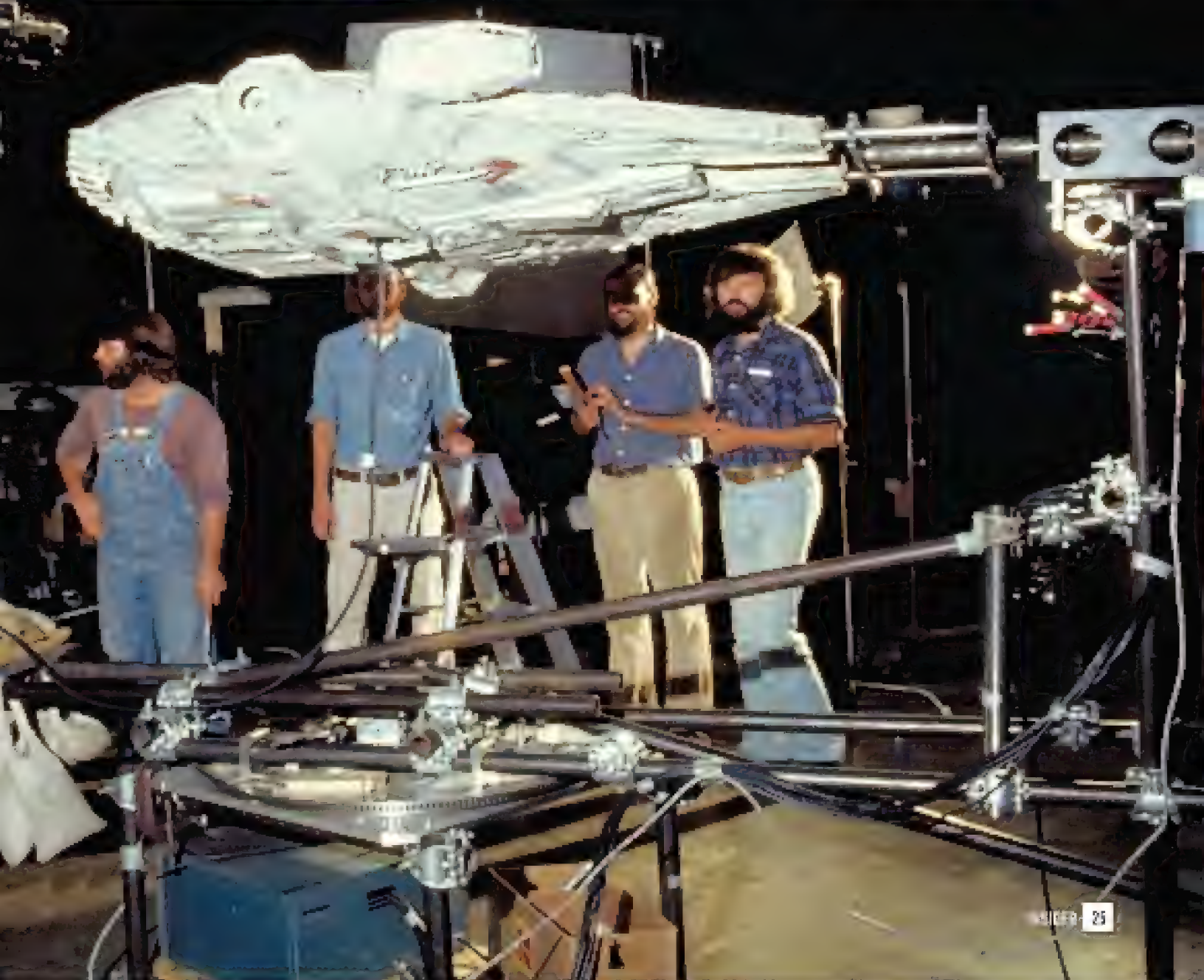
I don't think on a technical basis that that work would be considered to be all that state of the art, because it wasn't as good as what they did on

2001: A Space Odyssey [1968]. It wasn't as good technically, but we certainly had plenty of enthusiasm!

You could see people running around in their shorts at 3AM trying to finish a piece of mechanical equipment that could go on this camera so we could get this one shot that required this one piece. People were literally there 24 hours a day.

What are your abiding memories of that time?

It was non-stop and it was crazy, but we were all young. None of us were married; none of us had any responsibilities—fiscal or otherwise. It was the kind of experience you get when you work with a group of people who support a racecar. All the work is based on your involvement with the cause rather than your involvement with the money. That was very much the case with our work on *Star Wars*. 🍷



ROGUES GALLERY

LOYAL TO THEIR

AMIDALA AND THE HANDMAIDENS
OF NABOO, BY LELAND Y. CHEE



1. CORDÉ

2. SABÉ

3. ELLÉ

4. EIRTAÉ

5. UMÉ

6. QUEEN AMIDALA

Queen!



7. RABÉ

8. MIRÉ

9. HOLLÉ

10. MOTEÉ

11. TECKLA MINNAU

12. DORMÉ

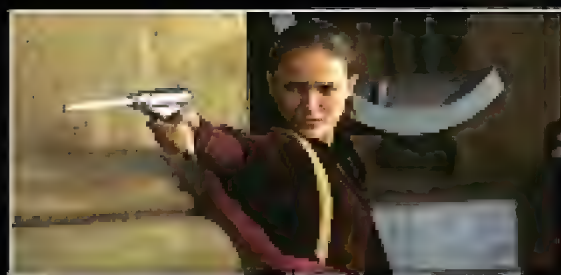
RUMINATIONS ON PADMÉ

PADMÉ'S GREATEST STRENGTH, HER FAITH IN INDIVIDUALS, BECOMES THE WEAKNESS THAT IS HER UNDOING. SHE IS A WELL-CRAFTED MYTHIC CHARACTER WHO MAKES BAD DECISIONS AND, IN THE END, FAILS. OR DOES SHE? TAKEN AS A WHOLE, THE MOVIES SUGGEST THAT HER STRENGTH PREVAILS AND EVENTUALLY TRIUMPHS, SAYS TRICIA BARR

As the prequel trilogy opened, two of its "Big Three" characters faced high expectations. Obi-Wan played a limited but impactful role in the original trilogy. A Jedi Knight who fought in the Clone Wars, he would end up a man willing to commit to a hermit's life to guard over the galaxy's last hope to defeat the Empire. Anakin Skywalker would be a great pilot, a cunning Jedi warrior, a good man and friend—and the fallen pupil whose descent into darkness caused untold suffering. Yet even in becoming Darth Vader, Anakin had to remain capable of his later redemption. Padmé's role in the new trilogy and her impact on the entire saga was essentially undefined. Other than bearing the twins, her role in the tragedy of Anakin Skywalker was wide open—we didn't even know her name. The iconic portrayal of her daughter in the original trilogy set the bar high. Expectations for Padmé varied wildly across fandom as the prequels dawned, and this may have made her story the most difficult of the three to tell.

STRENGTH OF CHARACTER

The Phantom Menace firmly establishes Padmé's heroic traits. As queen, the lengths to which she goes to save her people prove her commitment to duty and service. Faced with several overwhelming situations—the invasion of Naboo, appealing to the Galactic Senate, the call for a vote of no confidence, and allying with the Gungans to take back her



planet—Padmé repeatedly shows her bravery. She doesn't just give orders from afar; she uses her tactical skills as a trained markswoman to lead the assault on the captured palace, the key to her plan's success.

Her idealism reflects years of service in a political career devoted to a democratic process that has validated Padmé's values. She believes people will ultimately choose the best course or the best leaders, weeding out those corrupted by power. While her trip to Coruscant reveals that the system there is hopelessly mired in political wrangling, Padmé expresses profound optimism in the Naboo and the Gungans when she returns to her homeworld. The linchpin to her plan is capturing Nute Gunray, a powerful and greedy individual who warps the natural order of democracy. Padmé succeeds, cementing not just her faith in individuals to do the right thing, but also in the Jedi Knights as members of a selfless Order committed to defending justice and defeating evil.





IN REACHING OUT A HAND, PADMÉ
ENSURES SHE WILL BECOME PART
OF ANAKIN'S TRAGIC FATE.



REFLECTIONS OF THE DAUGHTER AND THE SON

In *Attack of the Clones*, Padmé mirrors her daughter, Leia, in many ways. Now a senator, she is pursued by dark factions for her opposition to the oppressive environment descending upon the Republic. Exiled by Palpatine's executive order, she is isolated from her duty, much like Leia in *The Empire Strikes Back*, and is forced to confront her feelings for Anakin, who has grown into a man willing to unabashedly express his affection for her. As she tries to hold herself aloof, Anakin's personal crisis—visions of his mother's death, ending with their realization as Shmi dies in his arms—draws on her empathy for the Jedi hero. Anakin's confession that he took vengeance on the Tusken Raiders reveals that even he is susceptible to corruption.

From that point on, Padmé offers her support to Anakin on a variety of levels. She defies the Jedi Council's order to not rescue

Obi-Wan, leads the way into the droid factory, and bares her soul when it seems all hope is lost. Padmé's confession to Anakin is as much an admission of weakness—her failure to resist the growing attachment—as it is a declaration of love. It is a rare moment of vulnerability, and very reminiscent of her son, Luke, throwing aside his weapon in the Emperor's throne room. While giving in to the temptation of loving Anakin might seem a selfish act, Padmé's profound confidence in the good in people suggests she believes their love will help keep Anakin from succumbing to the dark side. In reaching out a hand, though, she ensures that she too will become part of his tragic fate.

After being brought into the Geonesian arena for execution, Padmé's use of a carefully concealed hairpin shows she shares the same resourcefulness as her

daughter [who was, of course, a game-changing female character in cinema]. As Obi-Wan and Anakin exchange banter, Padmé picks the lock on one of her shackles and begins to climb the column that binds her to an almost inevitably gruesome death. By the time the Jedi check on her, she's already, "On top of things." The battle and escape from the arena highlight what Anakin, Obi-Wan, Padmé, and the Jedi Order can accomplish when they work together.

Even with her idealism and preference for diplomacy, Padmé isn't afraid to fight for what she believes in with blaster in hand. When she is knocked from the gunship as they pursue Count Dooku, Anakin is forced to concede that, "She would do her duty" in his position. Obi-Wan uses his apprentice's respect for Padmé to convince him to temporarily set aside his attachment.



Main image: Padmé and Anakin embark on their ill-fated romance. (*Attack of the Clones*)

Top left: "You'll always be that little boy I knew on Tatooine." Young Anakin and Padmé. (*The Phantom Menace*)

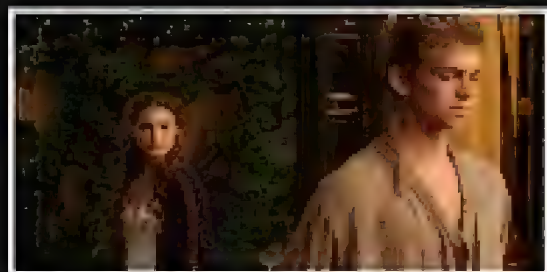
Above: Taking action! Padmé fights alongside the clones in a bid to stop the galaxy plunging into war. (*Attack of the Clones*)

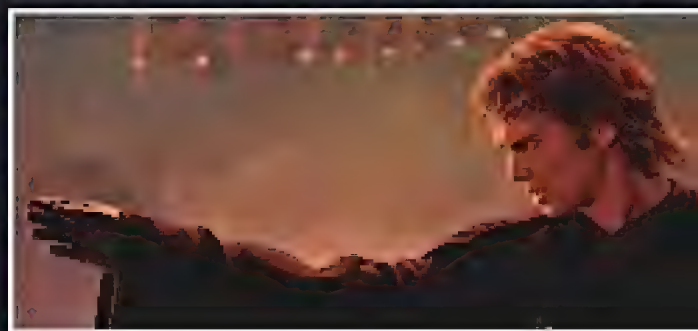
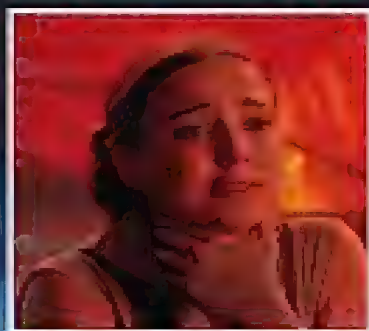
Left: Bride of a Jedi: Padmé says "I do" to Anakin. (*Attack of the Clones*)

CREATING A RELATABLE TRAGEDY

Revenge of the Sith opens with striking visuals that underscore the toll the war has taken. Once a hero without fear, Anakin now fights beside Obi-Wan as a brother and shares a secret life with Padmé as husband and wife. These relationships, not broader notions of the greater good, are what Anakin values. They also create vulnerabilities to be exploited; they give him cause to experience genuine fear. Palpatine's machinations separate the brothers-in-arms just as Anakin is plagued by dreams of his wife's death. Pregnant, Padmé is sidelined from an action-heroine role. The subplot showing her willful resistance to Palpatine's growing dictatorial power was, according to George Lucas's deleted scenes commentary, reluctantly cut to make room for Anakin's story. As those scenes play out in the novelization by Matthew Stover, they greatly enhance the reader's understanding of Padmé's courage and Anakin's fear. Not only does Palpatine suggest he has the power to save Padmé by way of the Force, but the newly declared Emperor also has begun rounding up senators who have opposed him. Terror over losing Padmé from two directions drives Anakin's choices—from defying Mace Windu's orders to remain in the Jedi Temple to cutting off the Jedi Master's hand in defense of a Sith Lord—and provides more empathy for his fall.

TERROR OVER LOSING PADMÉ FROM TWO DIRECTIONS DRIVES ANAKIN'S CHOICES





PADMÉ'S LAST STAND

"So this is how liberty dies—with thunderous applause." No line better depicts Darth Sidious's diabolical plan to undermine the trilogy's heroes. Padmé's idealistic faith in democracy, and in the individuals who make up the Republic, comes crashing down as her long-time mentor declares himself Emperor. In the novel, it is Padmé who quickly convinces Bail Organa to reconsider making a brazen stand in the Senate. She recognizes the folly in fighting a foe they are only now beginning to understand. Although her role up to this point in the movie is severely limited, Padmé begins her last desperate effort to turn the tide against Palpatine.

Imagine that the greatest living Jedi, the man who defeated Darth Maul and General Grievous, comes to you when you're pregnant and vulnerable, and declares that the father of your children has fallen to the dark side, slain his fellow Jedi, and taken the lives of younglings. Then imagine knowing that if he confronts his former Padawan, your husband will kill his mentor or die trying. Despite this, Padmé has the fortitude to defy Obi-Wan, then face Anakin and the consequences of his choices herself.

Unfortunately, Padmé never has a chance to find out whether her love is enough. Her pleas to Anakin are interrupted by the unexpected appearance of Obi-Wan. Consumed by rage over the perceived betrayal, Darth Vader chokes the words from her throat and Padmé lies nearly lifeless as the Jedi and Sith duel.



Main Image:
Obi-Wan, Padmé,
and Anakin.
(*Attack of the Clones*)

Opposite page:
Padmé and Anakin
bond as Naboo (*Attack
of the Clones*);
Obi-Wan warns Padmé
of her husband's turn
to the dark side.
(*Revenge of the Sith*)

Above: Is there still
good in him? Anakin
takes his rage out on
Padmé. (*Revenge of
the Sith*)

Left: Bail Organa and
Padmé bid adieu to the
Republic. (*Revenge of
the Sith*)



FROM A CERTAIN POINT OF VIEW

At first glance, Padmé's tragic fate might seem to lack the same mystical element as Anakin's fall from grace. Unlike the grandiose duel between Darth Vader and Obi-Wan Kenobi, enhanced in vivid CGI detail with lava and toppling structures across the landscape of Mustafar, Padmé's struggle throughout the last act of the movie is internal. The medical droid declares Padmé completely healthy, but she is still dying for reasons unknown. "We don't know why," it says. "She has lost the will to live."

From a storytelling standpoint, specifying that Padmé's death is not caused by bodily injuries inflicted by Anakin preserves the audience's connection with Darth Vader's ultimate redemption. Simply calling her death

'inexplicable' would have fit easily in the fans' understanding of the *Galaxy Far Far Away*. Perhaps the line about losing "the will to live" might have been received differently if it had come from a sentient being; a droid suggests technological

meeting Padmé in *The Phantom Menace*, Anakin asks if she's an angel, implying early in their story that she has a divine role beyond a mere mortal. But the subsequent appearance of midi-chlorian blood tests and computerized quizzes that

measure Force ability contrast with the mystical whimsy present in the Original Trilogy. In addition to fleshing out Padmé's character as a strong heroine, *The Clone Wars* has brought the supernatural back to *Star Wars* with

elements such as Moris, Mother Talzin, and Orphne. The resurrection of Darth Maul illustrates that dark side users can defy death by a sheer act of will. Despite cutting Padmé's political subplot in *Revenge of the Sith*, Lucas retained a reflective scene. As the ominous ethereal music titled "Padmé's Ruminations" plays,

PADMÉ IS FAR TOO DETERMINED TO DIE OF A BROKEN HEART

infallibility, and some took Padmé's exit from life at face value. Viewed in that light, Padmé's end loses the poignant touch of relatability that makes Anakin's fall compelling.

Looking beyond Padmé's onscreen death, evidence suggests the droid may indeed have been mistaken. Upon first



Main image:
Anakin waits
for his wife
before the birth
of his son

Top left:
Anakin's first
love, Padmé,
is the one
who gives him
the locket
given to her by
Anakin in
the Phantom
Menace.

Bottom: Padmé
is the one
who gives
Anakin the
locket given
to her by
Anakin in
the Phantom
Menace.



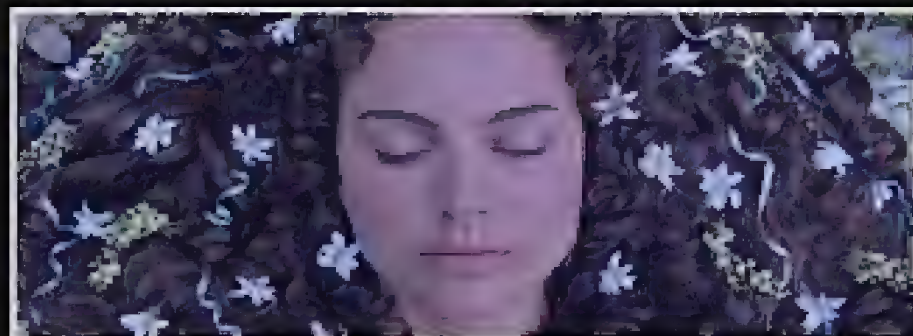
Anakin waits in the Jedi Council chamber for the Masters to confront Palpatine, and Padmé waits pensively in her residence; the piece ends with the pair staring across the vast divide between their respective locations on Coruscant. In the novelization, Anakin creates a supernatural connection with Padmé in this moment, just before his fateful decision to prevent Mace from assassinating the Chancellor.

If Padmé's injuries from her

confrontation with Anakin were not fatal, and the rest of her portrayal shows she is far too determined to die of a broken heart, then perhaps her passing is intimately tied to Darth Vader's refusal to accept death. Balance is at the core of *Star Wars*. In many Eastern religions, including Buddhism, elements of which influenced Lucas as a storyteller, karma is an integral concept; for every action, there is an equal and opposite reaction. Western fairy tales

and mythology also portray the theme that saving a life requires an equivalent sacrifice. By turning his back on what a Jedi must do—to let go of Padmé and then his own life—the consequence of Darth Vader's choice may have been Padmé's life being extinguished from the galaxy.

"Obi-Wan... There's good in him. I know... I know there's... still..." Those are Padmé's dying words, a plea to continue the quest she started and is unable to finish. They are not the words of a woman who has given up. Obi-Wan guards her son with the hope that Luke will prove as powerful as his father and as determined as his mother to right the wrongs of the galaxy. In *Return of the Jedi*, Leia questions why Luke must confront their father. His answer is one of simple optimism: "Because there is good in him." Taken in the broader context of the Skywalker saga, Padmé's faith in Anakin, in the Jedi and in the will of the people is proven right. 🌟



MAKING

George Ford and Mark Hamill swing blining in the
—Ewok forest set at Elstree Studios, early 1982

STAR WARS

RETURN OF THE JEDI

UNSEEN!

Part III By J. W. Rinzler



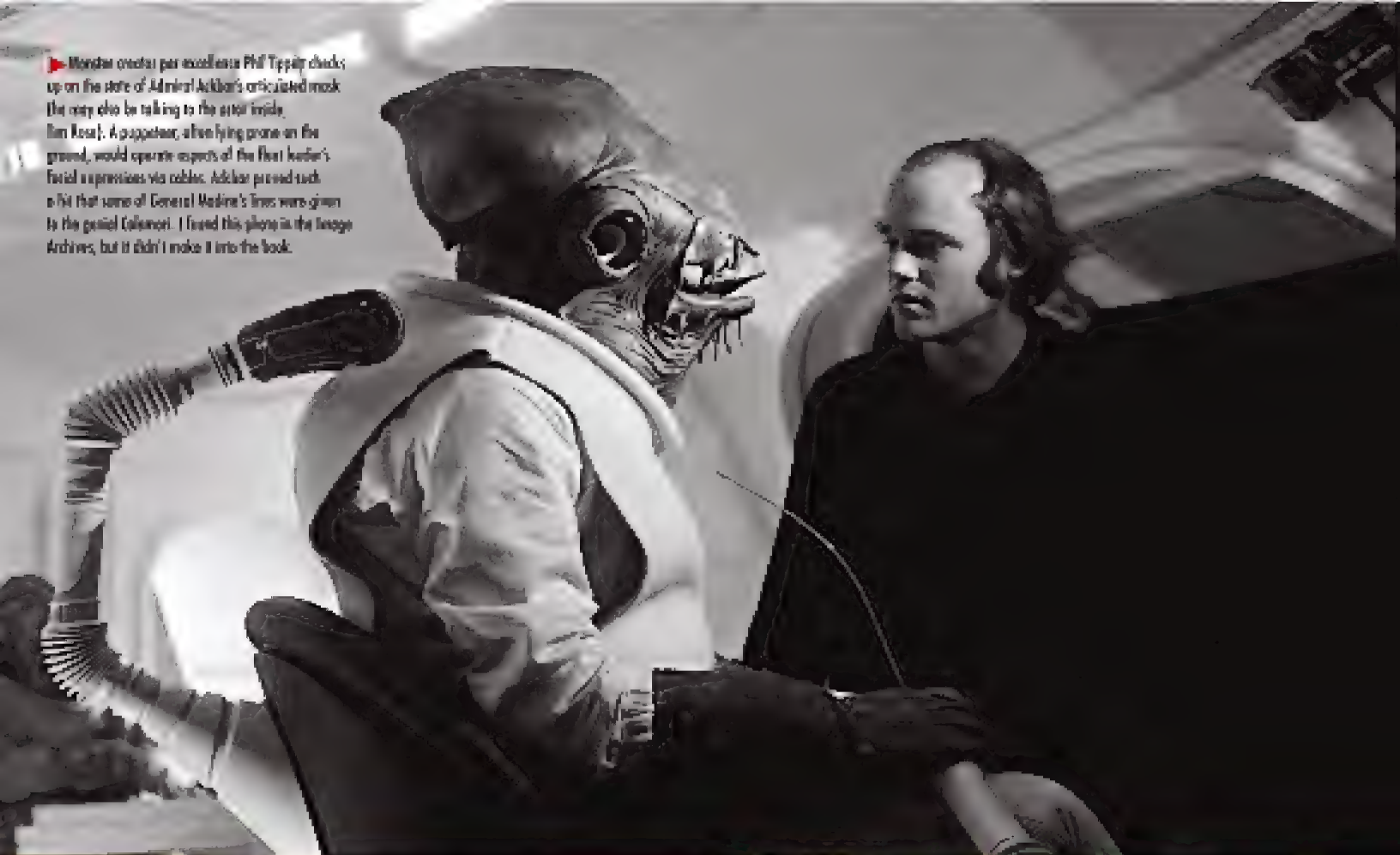
J. W. RINZLER TAKES A LOOK THROUGH THE LUCASFILM ARCHIVES—AND UNCOVERS SOME RARE AND NEVER-BEFORE-PRINTED ARTIFACTS!

Here are a few more gems from the various Lucasfilm archives, and there's more to come... Most of these didn't make the final cut, so are not in *The Making of Return of the Jedi*. However, nearly all will be included in the enhanced eBook version of the book, available this October. In fact, that eBook should have hundreds more, though it's still in the planning stages. Stay tuned...



◀ Darth Vader (David Prowse) poses with some very angry-looking Imperial droids and a squad of stormtroopers during a PR shoot at Elstree Studios.

► Mowat creates per excellence Phil Tippett checks up on the state of Admiral Ackbar's articulated mask (the guy also he talking to the actor inside, Tim Kees). A puppeteer, often lying prone on the ground, would operate aspects of the fleet leader's facial expressions via cables. Ackbar proved such a fit that some of General Madine's lines were given to the genial Calanori. I found this photo in the Image Archives, but it didn't make it into the book.



♥ Matte painter Frank Ozco, in hand, adds color to the Death Star model for Episode IV. Model maker Bill George (who is now a visual effects supervisor at ILM) also works on the set simultaneously. This model was started late in preproduction and became a sort of guinea pig for ILMers, who would burn out due to its complexity level, and then return for more.

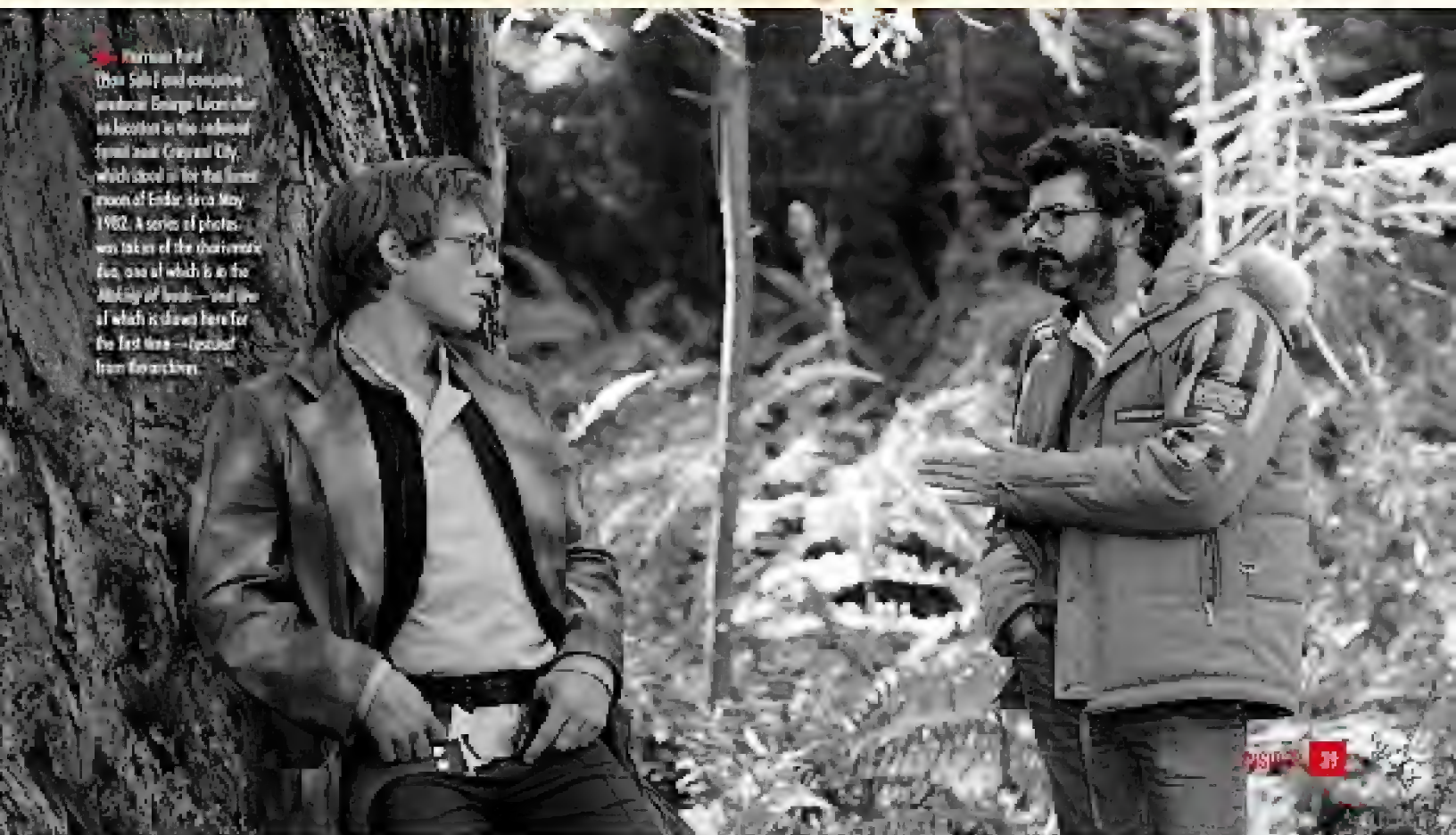




▲ From January 1982, production designer Warren Reynolds' concept illustration of the "Int. Imperial bunker." This set was left for the UK art department at Elstree Studios to design, primarily, with little input from US-based collaborators. Reynolds drew this set long before or just as principal photography began at Elstree; construction began not long afterward, as the set would be needed about midway through the shoot.

INT. IMPERIAL BUNKER

Warren Reynolds



➤ Harrison Ford (left) and executive producer George Lucas shot on location in the redwood forest near Graceland, which stood in for the forest moon of Endor circa May 1982. A series of photos was taken of the pair in the forest, one of which is the striking of sparks—and the other of which is shown here for the first time—inspired from the archives.



FOREST STEVE LOCKETT



FOREST L. BURNER

▲ Two continuity Polaroids taken of "Forest" rebel troopers (Steve Lockett and L. Burner) on location. Unlisted on any Call Sheets or Progress Reports, most of these rebels were most likely locals recruited for the shoot.

► From April 1981, costume designer/concept artist Nili Rodin-Jamero's "palace guard" artwork. At this point in preproduction the look of the "protection" at Jabba's fortress was still up for grabs. This was rescored, but didn't make it into the look. The red dot on the far right came from Lucas and signaled that this was a direction that merited more exploration.



Palace
Nili
© L.F.L.

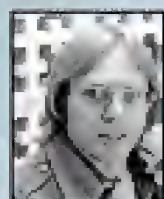
© L.F.L. 1981



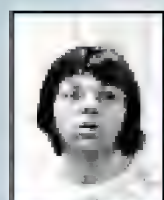
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© L.F.L. 1981
GUARD

AUTHORS OF THE EXPANDED UNIVERSE:



ROY THOMAS AND



HOWARD CHAYKIN

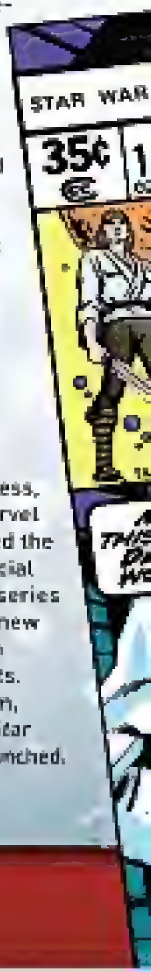
BY MICHAEL KOGGE

**It is a period of
CIVIL WAR in the galaxy.
A brave alliance of
UNDERGROUND FREEDOM
FIGHTERS has challenged
the tyranny and oppression
of the awesome GALACTIC
EMPIRE. To CRUSH the
rebellion once and for all,
the EMPIRE is constructing
a sinister new BATTLE
STATION. Powerful enough
to destroy an entire planet,
its COMPLETION will spell
CERTAIN DOOM for the
champions of freedom...**

This was the introductory crawl of a certain film's rough cut that comics writer Roy Thomas and illustrator Howard Chaykin saw in February 1977, a crawl which Thomas would use to open Marvel Comics' adaptation of "The Greatest Space-Fantasy Film of All!"—*Star Wars*.

Those first words of that first issue would lead to an unprecedented marriage of a comic book and a film franchise for almost 10 years. *Star Wars*, under the aegis of Marvel, would run uninterrupted for 107 monthly issues, and 3 annuals, from March 1977 to September 1986. Its commercial success, according to one Marvel editor-in-chief, saved the company from financial ruin. Moreover, the series continues to charm new fans years later with Dark Horse's reprints.

Odd if it might seem, then, that Marvel's *Star Wars* almost never launched.





STAR WARS

STAR WARS

ABULOUS
FIRST
ISSUE!

ARTOO!
THREEPIO!
INTO THE
SHIP...

ISSUE:
1-1

MARVEL COMICS GROUP

BEYOND THE MOVIE! BEYOND THE GALAXY!

STAR WARS

MARVEL'S EPIC OFFICIAL ADAPTATION OF
THE MONUMENTAL 20TH CENTURY FOX MOVIE!
— A FILM BY GEORGE LUCAS —

STAR WARS

MASTER LUKE,
IT'S TIME WE DON'T
LET THE
DOKIES WIN!

YEAH-- AND
IT LOOKS LIKE
IT'S GONNA BE
DIE!



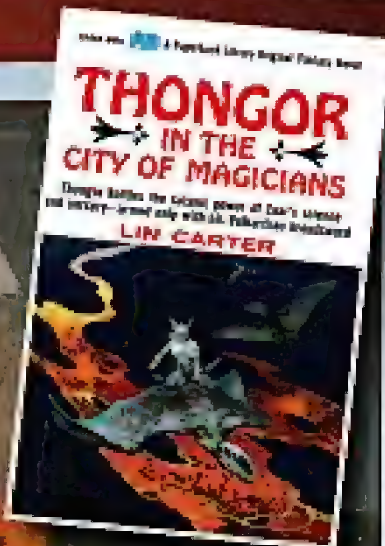
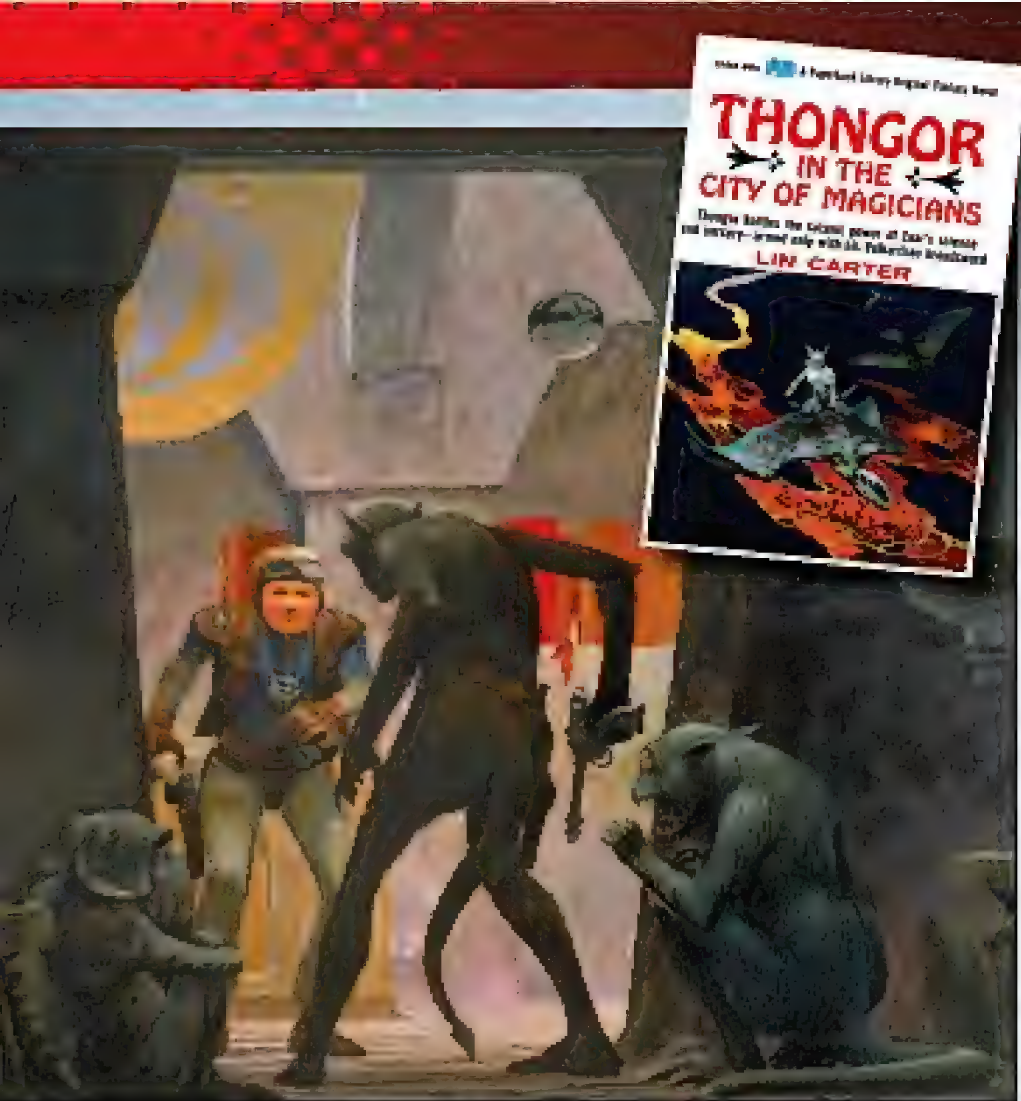
ROY THOMAS HAD SHEPHERDED THE CREATION OF NOW-CLASSIC CHARACTERS SUCH AS WOLVERINE.

Roy Thomas: The Origin Story

By the time he met George Lucas in early 1975, Roy Thomas had worked in comics for nearly a decade. He had begun his professional life as a high school English teacher in Missouri, but his boyhood passion for comics compelled him to move to New York to try to make it in the industry. When a job as an assistant editor at DC Comics wasn't what he had dreamed it'd be, Thomas sent a letter to a writer-editor whose work he adored: Marvel's Stan Lee, offering to buy him a drink. Lee called back with an even better proposition: Would Thomas like to take Marvel's writing test? After adding his own dialogue to word balloons in the *Fantastic Four*, Thomas was hired as a Marvel staff writer.

Thomas went from scripting the romance comic *Modeling with Millie* to superhero titles such as *Doctor Strange* and *X-Men*, on the way up the company ladder. In 1972, when Lee became Marvel's publisher, Thomas succeeded him as editor-in-chief, shepherding the creation of now-classic characters such as Wolverine and Ghost Rider. He resigned in August 1974 to concentrate on freelance work, specifically the titles he had convinced Marvel to license based on Robert E. Howard's Conan novels. At the time, George Lucas was a frequent visitor to Edward Summer's Supersnipe Comic Art Emporium in Manhattan. Summer knew that Thomas, his neighbor, admired Lucas's *American Graffiti* and that Lucas, in turn, was a fan of Thomas's writing, so he invited the men out to dinner (see *Insider* #139-141 for an extended three-part interview with Summer).





Spaghetti Dinners and Space Operas

Discussion during the meal soon turned to the "space fantasy" film Lucas was developing, which had a working title of *The Star Wars*. The fact that Lucas was taking his movie so seriously, with such respect to the genre, enthused Thomas. As a youth, Thomas had been an avid reader of science fiction, particularly of Planet Comics, and Lucas's film seemed to share those roots. The men ended up at Thomas's apartment, chatting the night away about comics and marveling at the original Frazetta painting, *Thor's Flight*, that Thomas owned.

Busy with his freelance work, Thomas thought little more of that evening until months later when Summer brought Charley Lippincott, Lucasfilm's vice-president of marketing and merchandising, to his place. Lippincott had been touring the country promoting *Star Wars* at comic book conventions, wooing thousands of fans. But he had yet to seduce the most important fans of all: the comic industry executives who could fill-in the "yes" balloons. All three major publishers—D.C., Jim Warren Publishing, and Marvel—rebuffed proposals to turn *Star Wars* into a comic book series.

Recognizing that Thomas's talents in the sword-and-sorcery genre would translate well to *Star Wars*, Lippincott offered Thomas the opportunity to adapt the property. He also ventured that securing Thomas, once one of Marvel's higher-ups, might get this unknown space fantasy film a second look from the top brass.

Thomas listened politely as Lippincott showed "production drawings" and pitched the story of "Luke Starkiller," stormtroopers, and a wizard who sounded Japanese given his name, Obi-Wan Kenobi. While intriguing, other movie properties like *Planet of the Apes* had caused Thomas considerable headaches at Marvel, and he understood why the publishers had refused. "Science fiction didn't have much of a track record in comics. In the '50s they'd tried a lot of it, and it didn't do well," Thomas says.

But his reluctance changed when Lippincott pulled out a Ralph McQuarrie painting of the cantina scene. One look at the aliens, robots, and brash smuggler reminded Thomas of the space fantasies of his youth. He jumped to adapt the series.

Thomas was now Lucasfilm's new hope—perhaps their only hope—to make *Star Wars* a Marvel comic book. But if he wanted this job, he'd have to convince Stan Lee.



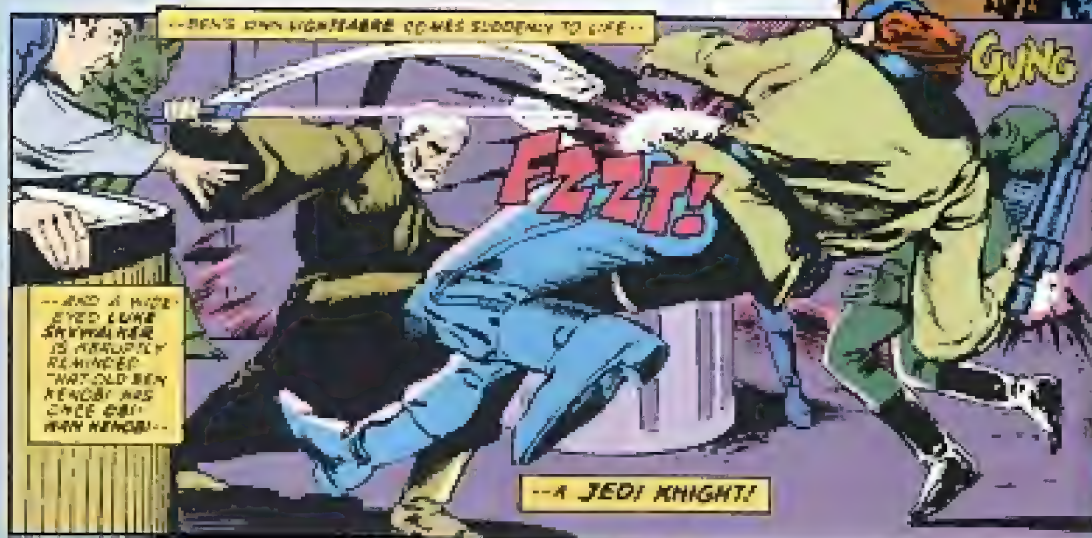
From opposite page, clockwise: Han Solo in action; the rebel pilot prepares their assault on the Death Star; Ralph McQuarrie's cartoon painting which proved instrumental in getting Ray Thomas onboard; Frank Frazetta's *Thor's Flight*, featured here on the cover of *Thongor in the City of Magicians* by Lin Carter, helped create a bond between Thomas and George Lucas; Jabba the Hutt (sic) threatens them, but isn't quite himself as nobody quite knew how he would look when Howard Chaykin was illustrating the strip; Darth Vader delivers Obi-Wan Kenobi in a typically dramatic pose.



"This is the Comic Book You're Looking For..."

Thomas went to Lee with Conan under his belt, having turned it into one of Marvel's best-selling titles. He might be able to make *Star Wars* successful where Marvel's previous excursions into science-fiction had floundered. Furthermore, Lee wouldn't be taking that big of a gamble financially. The license fees were virtually non-existent, given that Lucasfilm's main objective was to get *Star Wars* into print. What really seemed to hook Lee, however, was that the actor playing the wizard with the Japanese-sounding name was none other than Alec Guinness. While this bit of casting would never sell an issue, Lee loved Guinness's work, and likely thought there could be something to Lucas's film. He assigned Thomas to both write and edit the adaptation. No one in Marvel could overrule Lee's decision. But Ed Shukin, director of circulation, wasn't confident the book would sell, especially with Lucasfilm's insistence that the first two issues be out before the film was released. Wanting to cut the potential losses, Shukin recommended Thomas adapt the book as one or two issues. Thomas refused, believing *Star Wars* deserved more than a 32-page treatment as in the old Gold Key movie adaptations. Either *Star Wars* would be six issues or they could find another writer.

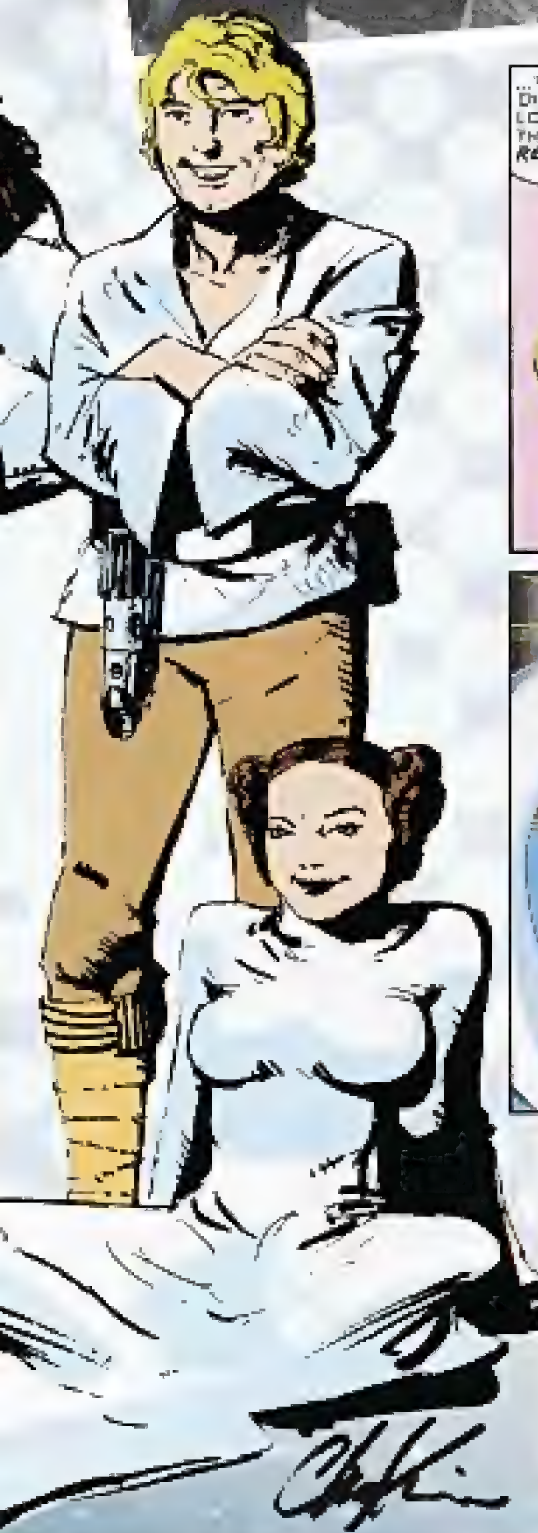
Marvel stuck with Thomas.





Main Image: The heroes of *Star Wars* in a Marvel pin-up illustrated by Howard Chaykin.

Opposite page, top left: A stunning close-up of Leia. Below: Obi-Wan demonstrates his Jedi credentials in a spectacular sequence.



Left, from top: Ray Thomas and Howard Chaykin present *Star Wars* to the San Diego Comic Convention; the portrait droid had a very different look in the comic book adaptation of *Star Wars: Luke Skywalker* embarks on his Jedi training aboard the Millennium Falcon.



"I REGARD [MY WORK ON *STAR WARS*] AS GOING TO SCHOOL IN PUBLIC."
—HOWARD CHAYKIN

"Always Two There Are"

Finding an artist to illustrate the comic was much easier. Lucas had been following the career of Howard Chaykin because the young New Yorker was storyboarding a movie Edward Summer intended to make, *Starship Under*. Chaykin seemed the ideal choice: His mentor was the legendary Gil Kane; he had created a character Lucas loved, space pirate "Lord Ironwolf" for DC's *Weird Worlds*; and he was exceptional at drawing futuristic technology. Armed with the screenplay and some production stills, Chaykin dove into the assignment to pencil and ink all six issues. The contract stipulated that the first book be on newsstands by March 1977, so Thomas told Chaykin to break down the screenplay into six dramatic arcs and start drawing immediately. Chaykin would finish penciled pages in batches, to which Thomas would then script narration and dialogue for the letterer to add. The lettered pages would then be shipped back to Chaykin for inking, a cycle that couldn't stop until the series was completed.

Chaykin captured the swashbuckling tone of *Star Wars* at once, having also grown up reading classic science-fiction. But the 24-year-old soon realized he lacked the speed to complete the series on deadline. Since the movie was in postproduction while he was drawing, he also had little material available for reference. "I was flying by the seat of my pants," Chaykin says, looking back at the work. "I regard it as going to school in public."

Steve Lelaloha came aboard to help, first as an inker, then embellishing Chaykin's rough layouts for the next four issues. Chaykin acknowledges today that Lelaloha's contributions "pulled that stuff together...[he] did far better work on that stuff than I did." Nonetheless, even with assistance, the production slowed. For the final issue, artists Rick Hoberg and Bill Wray brought Chaykin's roughs to completion, doing it all in the span of a week, with little sleep.



Left: Luke and Leia swing into action! Below and right: The first *Star Wars* sequel, in issue #7, took the story beyond the movie!

Opposite page, from top: Lando, a cult favorite, but not so popular with George Lucas; the Death Star strikes!



**ALL NEW!
HAN SOLO AND
CHEWBACCA
ON A WORLD
THE LAW FORGOT!**

**GRAB A
LASER GUN,
CHEWIE!
THEY'VE GOT US
SURROUNDED!**



Saving Marvel Comics

Star Wars didn't flame out like other science-fiction comic books, perhaps because it was more of an adventure story, a space fantasy. The series became one of Marvel's hottest titles, with *Star Wars* #1 eventually reaching more than a million copies sold.

The late 1970s were a rough patch when Marvel couldn't move their superhero books as they could in the past, so they leaned on *Star Wars*, reprinting the comic in every form, from special-sized tabloids to an "illustrated" paperback for bookstores. No executive balked at the license fee Lucasfilm asked for after those six issues ran their course; Marvel wanted to keep this moneymaker in-house. Jim Shooter, Marvel's editor-in-chief in 1978, has even claimed that it was *Star Wars* that kept Marvel Comics financially afloat during those difficult times.



**JIM SHOOTER, MARVEL'S
EDITOR-IN-CHIEF CLAIMED *STAR WARS*
KEPT MARVEL COMICS AFLOAT...**

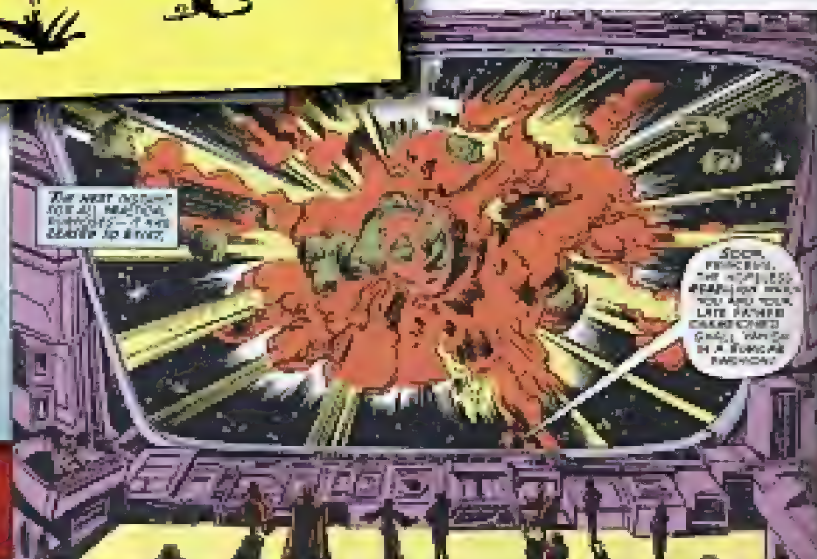


ROY THOMAS SELECT BIBLIOGRAPHY

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Roy Thomas Presents line of vintage comics (IPS Publishing)
 Current editor of *Alter Ego* comics magazine (TwoMorrows Publishing)

HOWARD CHAYKIN SELECT BIBLIOGRAPHY

Star Wars Omnibus: A Long Time Volume 1 (Dark Horse)
The Art of Howard Chaykin (ed. Robert Greenberger, Dynamite Entertainment)
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Time!: *The Epiphany* (First Comics)



Of Rogues and Rabbits

Star Wars' life as a monthly continuing series necessitated the creation of an ongoing narrative that continued after the events of the film. To make sure these new tales did not conflict with potential movie sequels, Lucasfilm restricted what could be done, particularly with Luke and Leia. Han Solo was granted the most freedom, so Thomas took the smuggler and Chewbacca on an adventure reminiscent of *The Magnificent Seven*.

After the first couple of issues of an arc now known as the "Starhoppers of Aduba-3", Lippincott phoned to say that Lucasfilm did not like the direction of the series. Not only was the plot too similar to *The Magnificent Seven*, Lucas didn't think Jaxxon, a green Bugs Bunny-type character inspired by a Porky Pig alien Thomas swore he saw during the film's rough cut, fit into the Star Wars pantheon. Thomas felt a space rabbit wasn't all that different from the ape-like Chewbacca, but he also understood that this wasn't his universe. Meanwhile, Chaykin was veering off into other projects, and most of his *Star Wars* pages were being ghost-penciled by Alan Kupperberg. Both Chaykin and Thomas figured this would be a good time to step away, and so by issue #11, the *Star Wars* comic was being written by Archie Goodwin and drawn by Carmine Infantino and Terry Austin.

Old Starhoppers Never Die

As new generations of fans re-discover Roy Thomas and Howard Chaykin's run in the Marvel comics, those first expanded universe tales continue to fuel intense debate, even 36 years after publication. "What I appreciate most about Roy's story is that it continues the idea of *Star Wars* being a pastiche," says Lucasfilm's Pablo Hidalgo, who wrote an article about the *Starhoppers* for *Star Wars Gamer* magazine. "Roy combines old cartoons, Westerns, Samurai films, and Japanese monster movies into one tale. Since there was so little to go on, the Marvel team really had to create things from scratch, and you see that in the wild creativity of that storyline." *Star Wars* proved to be one of many highlights in the storied careers of Thomas and Chaykin. Thomas went on to script hundreds more comics, and co-write the screenplays for *Fire and Ice* (1983) and *Conan the Destroyer* (1984), and was inducted in the Eisner Comic Book Hall of Fame. Among many other original series, Chaykin created the award-winning *American Flag!* in the 1980s, and is now writing and drawing *Buck Rogers* for Hermes Press.

As for future stories of the green bunny? Roy says, "I'd love it. It'd be fun to get another crack at doing *Star Wars* all these years later."

Fans of the *Starhoppers*, now is the time to comm in your requests! 🐰

Special thanks to Roy Thomas, Howard Chaykin, Rick Hoberg, John Morrow, and Pablo Hidalgo. Roy Thomas's personal recollection of his work on *Star Wars* appears in *Alter Ego* #68 [TwoMorrows Publishing].



EXCLUSIVE FICTION

GOOD HUNTING

BY CHRISTIE GOLDEN
WITH ART BY JOE CORRONEY & HI-FI

Jedi Master Jaina Solo shivered as the cold humidity of the mist-shrouded forest bit through her flight suit.

"I needed this," she said to Tenet Ka Ojo. "I've gotten too comfortable on Shedu Maad, I think."

"You've been too comfortable?" the Hapan Queen Mother snarled, also shivering slightly. "Try living in a palace. It's hard not to get soft. I'm so glad you suggested this, Jaina."

Tenet Ka had brought her daughter Allana—who was also Jaina's niece—to visit the Jedi temple on Shedu Maad. When Tenet Ka had lamented that it had been too long since she and Jaina had spent time together, Jaina promptly proposed that the three of them take a short trip—without the royal guards who typically accompanied Tenet Ka almost everywhere. Allana, sitting cuddled up with her pet nexu, Anji, suggested a camping trip where they could observe wildlife. Jaina thought of her late twin, Jacen; of how, as a boy, he'd had such a great love of animals. Allana was, in this respect at least, truly her father's daughter.

"Sounds wonderful. Where would you like to go, honey?" Jaina had asked fondly.

The reply really shouldn't have surprised her. "I want to go somewhere where I can teach Anji how to hunt."

Allana was, obviously, her mother's daughter as well.

They had decided on Luuhar, one of the many little-explored planets in the vast Hapes Cluster. With their love of beauty and nature, the Hapans had set aside Luuhar as a preserve where visitors could truly "get away from it all." Allana declared it the perfect choice when she learned that, with its ancient forests, misty rains, and rushing rivers, Luuhar's northern continent was similar to the nexu's native habitat.

As she and Anji descended the ramp onto the spongy soil of Luuhar, Allana piped up. "Don't worry, Mother. Camping will keep us from getting soft!"

Even though they had planned camping all along, Jaina found herself battling a twinge of annoyance at the thought of sleeping out in this weather. Instantly she was disappointed at the petty thought. She was... well, annoyed with her annoyance. Anji was now peering toward the dimness of the forest's edge.

JAINA HAD NEVER SEEN
THE NEXU OPEN HER MOUTH
SO WIDE BEFORE, AND SHE
WAS SUDDENLY UNEASILY
AWARE OF JUST HOW MANY
TEETH THE ANIMAL HAD.

Her head lifted and bobbed slightly as she sniffed what was no doubt a polypourri of new scents.

"Allana, are you sure you want to?" asked Tenet Ka. "Remember, predator species are active at night."

"We have more than enough weapons to protect ourselves," Allana pointed out. "We can make sure someone is always keeping watch."

"Tell you what," Jaina said, mentally squaring herself against her uncharacteristic resistance. "There's still plenty of daylight left before we have to set up camp. In the meantime, Anji is raring to go.

So let's see what's out there."

Allana made a series of quick hand signals. Anji emitted a blood-curdling yowl of pleased approval and bounded off into the forest to lead the way. Allana followed, breaking into a jog to keep up.

Anji had had her bite restraint removed for the trip. Jaina had never seen the nexu open her mouth so wide before, and she was suddenly uneasily aware of just how many teeth the animal had... and how, when fully opened, those jaws could engulf Allana's entire head.

What am I thinking? Anji would never harm Allana! She adores that girl, and has fought to protect her before.

Irritated again at her jumpiness, she shouldered her small backpack of day-hike rations and first aid items, wondering if this trip really had been such a good idea after all.

Anji ran eagerly, her claws scoring the mossy, humus-covered soil with deep gouges, her head up and four sharp eyes bright. Allana called her back when she wandered too far, and she, Tenet Ka, and Jaina kept up a comfortable yet brisk pace that took them deeper into the woods. The huge trees towered over them, their trunks as wide as Allana was tall. The day remained overcast, and the canopy of the forest seemed reluctant to permit even that feeble light through.

Jaina found her hand dropping to the hilt of her lightsaber. Like Anji, she was highly attuned to her environment. More so



than was reasonably warranted. As Tenel Ka had said, no predators on Luuhar stirred until dusk. The relative safety of the place was one of the main reasons Tenel Ka had selected it. There was, of course, always the threat of pirates in this system; the Hapes Cluster had been colonized by them, and the "tradition" hadn't been entirely stamped out.

And the Queen Mother and Chume'da—her heir—lived under the constant shadow of possible assassination attempts.

But Jaina was realizing her earlier jumpiness hadn't stemmed from a dislike of cold, rainy weather. This came from the Force. Something bad was afoot, though danger wasn't imminent. Not yet.

She decided to speak with Tenel Ka. If the other woman sensed the same thing, they'd have to turn their grand hunting adventure into something much duller, but safer. Allana would be disappointed, but she'd understand.

Watching Anji revel in her freedom, however, Jaina wondered if the nexu would.

They stopped for a rest and a bite to eat in a small clearing next to a stream. The water was icy, and again Jaina shivered. The cold and damp of the place clung to her like a clammy hand. She caught Tenel Ka's eye. The Hapan queen rose from where she and Allana had been watching Anji stare at the fish darting through the water and came to sit next to Jaina.

Jaina offered her a ration bar, leaning in and saying quietly, "There's something not right here."

"I know," Tenel Ka said, and sighed. "I feel it, too. Allana and Anji are having such a wonderful time. It's been hard on her at the palace, after living such an active life with your parents for so long. I hate to cut this short, but..."

"It's not worth the risk," Jaina finished, and with the words knew she was right.

Tenel Ka nodded sadly. "Allana?" She reached out an arm to her daughter. "Come here, sweetheart. We have something to tell you."

Allana didn't answer. Her attention was focused on Anji. Just as Allana started to reply, Anji stiffened and jumped into the stream. For a moment, Jaina thought the nexu was simply going after the fish, but Anji plunged through the stream with a purpose. So confusing was her behavior that Jaina didn't realize what was going on until Allana shouted in a heartbroken voice, "Anji! Don't run away!"

Anji twitched in reaction to Allana's voice, willfully disobeying the command. Jaina leaped to her feet, furious with herself for her slow reaction, and reached out in the Force to Anji to try and halt her flight. Too late. Anji was on the other side of the stream and up a tree in two bounds, leaping to the branches of a second tree several meters away.



She moved like she was born to do this; which, of course, she had been. In the end, Anji was a wild animal, with no heritage of domesticity in her bloodline. Maybe it was inevitable that she would forsake Allana one day. But she had known nothing of wilderness in her own lifetime; she didn't even know how to hunt for herself.

Almost as one, the three set off after the escaped nexu, splashing through the frigid water with less grace than Anji had shown. They easily picked up her trail on the far bank. They would find her; it was just a question of how long the nexu would lead them on the chase.

Deeper into the murky woods they went, following the trail of churned-up, leafy soil and the occasional patch of fur caught on rough tree bark. The nexu had a good lead on them, and night wasn't far away. They had glowrods against the encroaching darkness, but Jaina worried about losing the trail. Her fears were confirmed a few short minutes later.

"We must have missed something," she said after going a few yards with no more signs. Tenel Ka and Allana had spread out a little, but they looked puzzled.

"It just... ends," Tenel Ka murmured, a frown creasing her forehead.

"Aunt Jaina," came Allana's voice. "I can't sense Anji in the Force anymore. I... there's some blood here."

Jaina hastened to where Allana stood. Allana turned a small, somber face up to her aunt. "Is it... is it Anji's?"

Jaina, fearing the worse but hoping she was wrong, knelt to examine the disturbed earth. "It could be...but even if it is, there's not enough for Anji to have been killed here," she stated. "She might have killed a small animal, but where would she have taken it?"

"Nexu are really good at climbing—"

"—trees," Jaina finished, and all three of them craned their necks to examine the treetops. At that moment, Jaina's danger sense kicked into high gear. She activated her lightsaber, whirling just in time to return blaster fire back toward the man

**IN THE END, ANJI WAS A
WILD ANIMAL, WITH NO
HERITAGE OF DOMESTICITY
IN HER BLOODLINE.**

who'd fired it, burning a curiously small but lethal smoking hole in his chest. He crumpled.

Beside her, Tenel Ka uttered a war cry in Dathomiri and drew her own lightsaber, its hilt fashioned from a rancor's tooth. Teal and violet blades moved in a blur, sending streaks of white blaster fire back to target their owners. The cool night air was suddenly filled with the unmistakable hum of lightsabers and

the cries of wounded and dying beings. Out of the corner of her eye, Jaina saw Allana drop, making herself a smaller target, and begin firing with her own blaster.

Jaina pressed the attack, pausing to hurl one of the three remaining men into the trunk of a nearby tree before leaping and somersaulting in mid-air, striking another full in the chest with her feet. Tenel Ka was more than at home here, fighting to defend herself and her daughter on a world that so resembled that of her mother.

As quickly as it had begun, it was over. Four shapes lay on the ground. They looked to be human males, and they wore camouflaged clothing that enabled them to blend in with the browns and greens of the forest. Jaina frowned. The weapon still clutched in the severed hands of the man she had slain was a sporting rifle, a recent model. The blast was powerful, but narrow, so it wouldn't unduly mar a game animal's pelt. These weren't assassins. They were hunters.

"This one's still alive," Tenel Ka called. Her green eyes blazed as she knelt over the fallen foe. "Why did you attack me and the Chume'da?" she demanded, even as she began to tend to his injuries.

His eyes widened. "Majesty... no idea... forgive me..."

Jaina took in his wounds. Tenel Ka's efforts would be in vain. "Who are you?"

He was struggling for words. "Came... just to hunt. Big game, you know?"

"I'm sure you know that's illegal on Luuhar," Jaina said. "You're poaching. Did you think we'd turn you in? Is that why you attacked us?"

His gaze was confused. "I... he told us to." He grew increasingly agitated and struggled to sit up. "Our guide set the ambush... I'm not a murderer! I don't know why..."

"I believe him," Tenet Ka said quietly, and so did Jaina. "Do not fear. Your queen and your Chume'da are unharmed. We forgive you. Rest, now." She lifted her hand and made a gesture. His contorted features eased, and he smiled. His chest rose and fell in a deep sigh, and did not rise again.

Jaina checked the other two. The one she'd Force-hurled had collided too hard with the tree trunk; the one she'd kicked was unconscious.

"We have to get him back to the ship," Jaina said, and Tenet Ka nodded. Allana looked from her aunt to her mother.

"We're leaving, aren't we?" Allana said softly.

Tenet Ka stroked her daughter's hair sadly. "I'm afraid so, sweetheart."

"But—but Anji doesn't know how to hunt!"

"It looked like she might have caught herself something to eat, back where you—" Tenet Ka stopped abruptly.

"Where I stopped being able to sense her in the Force," Allana said, her voice thick. The dim light caught the glitter of tears in her eyes, but she blinked them back and straightened her small shoulders. "It's okay. As long as she's able to take care of herself, she should have the right to be free, if she wants to. All beings should."

"We can come back to check on her," Jaina said, "after we take care of this fellow. Just to make sure she's all right. Let's get going."

Allana brightened, just a little. Jaina levitated the unconscious poacher while Tenet Ka calculated their whereabouts. Though they'd wandered a lot, there was a particularly dense swatch of woods nearby. Something about the thicket unnerved Jaina, but according to Tenet's calculations, if they took this shortcut they would emerge closer to the ship than Jaina had thought. They set off as quickly as they could.

As they moved their way through the thicket, the trees seemed even larger, more ancient, and they pressed in so tightly their branches intertwined. Jaina felt as though the temperature had suddenly plunged. Strange, she was mad. Filled with righteous fury. Poachers were the lowest of the low. She wasn't big on hunting in the first place, but to do so illegally... and in such a cowardly way... and to drag her niece, her friend, and Anji into this—

"Stop!" came Allana's voice. Jaina halted, peering at the churned-up forest floor she had missed and Allana hadn't. The area was muddy, and the moist, cool air carried the scent of blood. Tenet Ka knelt and plucked a small, crimson-stained scrap of fabric from the ground.

Came... just to hunt... the dying poacher had gasped. Our guide set the ambush... I'm not a murderer! I don't know why...

Oh, now Jaina knew why. And she knew why she had been feeling so uncharacteristically out-of-sorts the entire trip—and maybe even why Anji had turned feral.

"The poachers' guide was a Force user," Tenet Ka said, figuring it out almost as quickly as Jaina.

"The poachers thought they were doing all the work, meeting a sporting challenge, and in reality, the sleemo was using the Force to coerce animals to come to them for slaughter. There was no real hunting involved at all!"

She and Tenet Ka drew their lightsabers, and Jaina extended her senses in the Force. "It's not just him. He's using this

THE AREA WAS MUDDY, AND THE MOIST, COOL AIR CARRIED THE SCENT OF BLOOD.

place." This part of the forest was crawling with dark-side energy, pressing in on them hungrily. "It intensifies his abilities," Tenet Ka said. "That's why he takes hunters here."

"Let's get the poacher to the ship, and then we'll try to find this kriffing scum. We defend only. Do not initiate the attack." Jaina was fine with anger and fear, in the right

places. They could be very useful. But she was not about to let this man use them against her. It took a great effort, but she opened herself to a feeling of serenity and devotion to her duty from the Force. Centered now, she began to search for their enemy.

Now that she knew what to look for, the nebulous anxiety she'd been only vaguely aware of earlier formed into a specific cold, slithery chunk of arrogance and greed... and apprehension. Jaina focused her mind on her resolve and the certainty of his capture, and was rewarded with a sudden frisson of fear.

The dark side energy enveloping them still dulled her clarity. She could sense him now, but couldn't tell if he was nearby or far away. The answer came abruptly—Jaina felt an intangible pressure on her chest and went flying. Immediately, she regained control and turned the fall into a tumble, landing





smoothly on her feet. Tenel Ka had engaged him, and her blade's aqua glow sizzled against the white bolts of blaster fire, illuminating the battle. Calmer now that she knew what was going on, Tenel Ka was attempting to disarm the Force-user rather than kill him.

While Tenel Ka distracted him, Jaina reached out in the Force, attempting to snatch the blaster out of his hand. She did, but just barely, and her own hand wavered as if someone had attempted to shove it aside. She caught a glimpse of his face—so young to have such an expression of cruelty on it. He was injured and outnumbered, and had realized by this point that there would be no victory against either Tenel Ka or Jaina—certainly not both. He had nothing to lose.

He leaped over them and ran for Allana.

A heart-stopping screech rent the night air and a nightmare of teeth, claws, and barbed quills descended from the tree branches. For a second that lasted an eternity, the man's scream matched that of the beast, then all was abruptly silent.

Anji lifted her head, licking her bloody jaws. Her four eyes sought Allana.

"Anji!" Allana rushed toward the nexu. Jaina's heart leapt into her mouth as Anji sprang, knocking the Chume'da off her feet.

Allana went down... giggling.

Anji's massive jaws were ported in a happy grin as she butted her head against Allana's. Jaina let the relief wash

through her, and she felt almost physically warmed by Tenel Ka's pleasure, which had bathed her through the Force. Anji had been summoned and controlled by an unusually powerful will. But instead of turning against her mistress, or even staying out of the fight, the nexu had fought to defend and protect Allana.

She shouldn't have been able to. Jaina knew it.

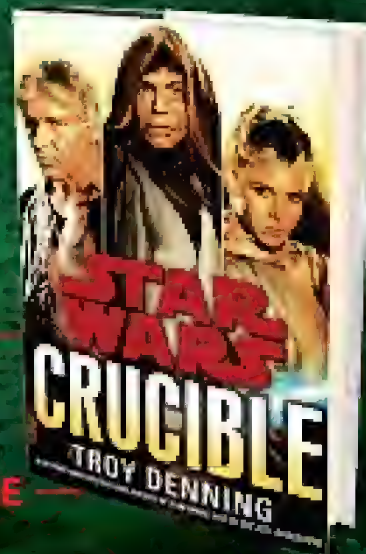
But Anji hadn't known that. Her simple love had been stronger than the dark side's will. She hadn't abandoned Allana, and, Jaina now realized, she never would.

"Good girl, Anji," she murmured, sending love in the Force to the nexu. "Very, very good girl." 

EXPANDED

Star Wars: Crucible by Troy Denning is published on July 9, 2013. More of Joe Corroney's amazing art can be seen at www.joeccoroney.com

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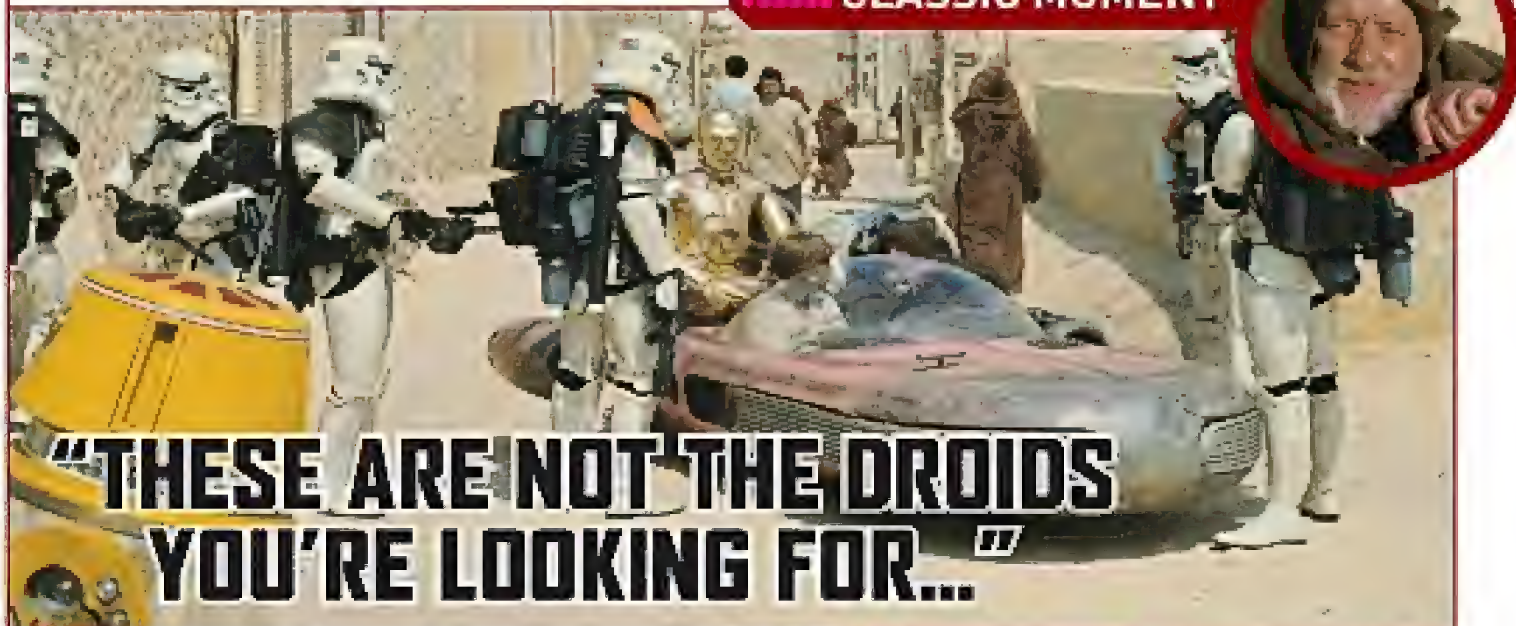
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SCAN TO ORDER



"THESE ARE NOT THE DROIDS
YOU'RE LOOKING FOR..."

WORDS: NEIL EDWARDS

Script [Revised Fourth Draft, January 15, 1976]

EXT. TATOOINE—MOS EISLEY—STREET

The speeder is stopped on a crowded street by several combat-hardened stormtroopers who look over the two droids. A trooper questions Luke.

TROOPER: How long have you had these droids?

LUKE: About three or four seasons.

BEN: They're for sale if you want them.

TROOPER: Let me see your identification.

Luke becomes very nervous as he fumbles to find his ID while Ben speaks to the trooper in a very controlled voice.

BEN: You don't need to see his identification.

TROOPER: We don't need to see his identification.

BEN: These are not the droids you're looking for.

TROOPER: These are not the droids we're looking for.

BEN: He can go about his business.

TROOPER: You can go about your business.

BEN: [to Luke] Move along.

TROOPER: Move along. Move along.

The speeder pulls up in front of a rundown blockhouse cantina on the outskirts of the spaceport. Various strange forms of transport, including several unusual beasts of burden, are parked outside the bar. A Jawa runs up and begins to fondle the speeder.

THREEPIO: I can't abide these Jawas. Disgusting creatures.

As Luke gets out of the speeder he tries to shoo the Jawas away.

LUKE: Go on, go on. I can't understand how we got by those troopers. I thought we were dead.

BEN: The Force can have a strong influence on the weak-minded. You will find it a powerful ally.

WHAT THEY SAID

"I was in the hotel when George summoned me to the set. We were not due to shoot for a few days, so I'm thinking 'Okay, what's up?' I go to the set, George comes up to me and he says, 'Can you do me a favor? Can you put the stormtrooper uniform on and play a scene with Sir Alec Guinness?'"

"I'm thinking *Play a scene with Alec Guinness? Of course!* Within minutes, George and I were going through the script, I'm getting dressed in the stormtrooper uniform, looking at the line, 'These are not the droids you're looking for....'"

"When we were doing the scene, it was necessary to do a guide track because the audio in those helmets was just terrible. You couldn't hear anything. In most of the

rehearsals for the scene I had the helmet off, so somewhere there exists a picture of me doing the scene without the helmet on."
—Anthony Forrest [sandtrooper/Fixer], *Star Wars Insider* #98, January 2008

WHY IT'S A CLASSIC

Even after we saw "Ben" Kenobi save Luke from the Tusken Raiders, we had little proof he wasn't just the "crazy old hermit" Owen Lars dismissed him as. It's in this scene that we witness the power of the Force, as Obi-Wan uses it to influence the weak-minded sandtrooper during this encounter. We saw that even though the Empire is a totalitarian state, individually, its foot soldiers are no match for the power of the Force.

The scene also gave us some more insight into Obi-Wan's character. To judge by the slightly mischievous smirk on the Jedi's face as he mind-tricks the sand trooper, we see he's clearly happy to be adventuring again after living so long in seclusion.

In *Return of the Jedi*, when Luke tricks Bib Fortuna into gaining an audience with Jabba the Hutt, we see that he is following in Ben's footsteps.

ESSENTIAL TRIVIA

Set dresser Roger Christian and his team created a creature, the jerba, which can be seen hitched outside the cantina as Luke, Obi-Wan, and the droids walk past. A scared local, unaware of the filming taking place, and seeing this strange creature outside his house, ran outside and hit it!

NEXT ISSUE:
"THREEPIO TELLS
A TALE"

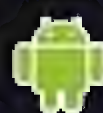
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BLASTER



60 BOOKS

Author Troy Denning on
Star Wars: Crucible

72 BOUNTY HUNTERS

Meet the stars, show the
evidence, win the bounty!

74 BANTHA TRACKS

By the fans, for the fans!

80 RED FIVE

Collector and museum
curator Arnaud Grunberg
presents five treasures!

66 INCOMING

READY FOR WAR

CLONE COMMANDER WOLFFE
STARS IN OUR GUIDE TO
THE LATEST COLLECTIBLES!

"THERE'S NOTHING LIKE A GOOD BLASTER AT YOUR SIDE, KID."



BOOKS



BACK IN THE SADDLE

HAN, LUKE, AND LEIA MOUNT UP FOR A NEW ADVENTURE
IN *STAR WARS: CRUCIBLE*

What's the extra appeal—the heart—of *Star Wars*? Is it the Jedi? The Republic? The rebels? Ask any fan and they can tell you—underneath the space fantasy trappings, the thing that keeps them coming back is the characters. It was Han, Luke, and Leia who got the ball rolling back in 1977, and throughout the decades they have made their presence felt in nearly every spin-off story. In the new novel *Star Wars: Crucible*, Troy Denning revisits this galactic holy trinity in a story he calls their “last hurrah.”

“It’s fair to say that this is a story of the old guard,” Denning explains, speaking of the trio whose connections encompass blood, friendship, and marriage. “Their greatest appeal is their deep bond. They came together during the rebellion and risked everything to save each other and put an end to the Empire. And they’ve been through even more since then.”

Luke and Leia share the connections of brother and sister, and Leia went on to marry Han in the post-*Return of the Jedi* Expanded Universe. But *Star Wars: Crucible* takes place more than 40 years after *Jedi*, post-*Fate of the Jedi* novels, during the ascension of heroes such as Han and Leia’s daughter, Jaina Solo, and Luke’s son, Ben Skywalker. These second-generation characters have roles to play in *Crucible*, as do their peers, including Hawed Jedi Tahiri Veila and fighter ace Jagged Fel.

“They’re there to remind readers that the story goes on because *Star Wars* is bigger than any three characters,” says Denning.

But there’s a new challenge facing Han, Luke, and Leia this time around, a threat unrelated to Imperial commanders or Sith Lords. Instead, the heroes tackle the cold corporate villainy of Galactic

Exploitation Technologies.”

Speaking of Lando, *Crucible* isn’t about to leave a key player from the classic trilogy sitting on the sidelines. Lando helps get things in motion when his Outer Rim mining operation becomes the target of a hostile takeover that quickly becomes a deadly campaign of sabotage. “Lando is just trying to run his business and create something that’s good for the galaxy—and of course his bottom line,” explains Denning. “But when he runs into something sinister and bigger than he can handle, he doesn’t hesitate to call on his old friends. He puts everything he has on the line for the greater good. That’s what I like about Lando. He has an entrepreneurial spirit and a conscience.”

Because this is a *Star Wars* story, the Force is a factor in *Crucible*. But this more down-to-earth novel isn’t as mystical as the *Fate of the Jedi* books. There is, however, a mystery that surrounds a Force-strong artifact, one that promises to present some new wrinkles to the concept of a universal energy field. “What I hope it will do is make people think a little bit deeper about what the Force really is,” says Denning. “And about why it must have a dark side, too.”

And, even though Han, Luke, and Leia make a nearly unbeatable combo, Denning admits that the needs of this story see Han slightly edging out the others to become a focus of the plot. “*Crucible* is a Han-driven ensemble story,” he says. “It’s propelled by Han’s sensibilities and his loyalty to his friends, as well as his derring-do, his fearlessness, and his dogged determination. In this story, I think Han is motivated by a sense of fairness. He wants the galaxy to be the kind of place where the small guy has a chance, where daring and determination count for more than wealth and power.”

Crucible is scheduled for release on July 9. After spending so much time with the starring trio, Denning has gained a new appreciation for Han, Luke, and Leia’s continued appeal. “We all want friends like that,” he says. “Friends who share our goals and interests, who have shared our greatest joys and unimaginable pains. And who would risk everything to help us.”

“IT’S FAIR TO SAY THAT THIS IS A STORY OF THE OLD GUARD. HAN, LUKE, AND LEIA’S GREATEST APPEAL IS THEIR BOND”—TROY DENNING

Exploitation Technologies, as embodied by a pair of ruthless geniuses with a lifelong vendetta against Han Solo.

“At its heart, *Crucible* focuses on the classic *Star Wars* conflict: good vs. evil,” says Denning. “But this time, the age-old battle is fought in the arena of industry. We have the constructive impulse, represented by Lando Calrissian, at odds with the destructive greed of the



NEW YORK TIMES BESTSELLING AUTHOR OF STAR WARS: FATE OF THE JEDI: APOCALYPSE



COMICS



KENOBI QUEST



OBI-WAN KENOBI GETS MORE THAN HE BARGAINED FOR IN *STAR WARS: THE CLONE WARS—THE SMUGGLER'S CODE*

Obi-Wan Kenobi encounters a criminal from his past in the newest digest-sized adventure set during the continuity of the animated series *Star Wars: The Clone Wars*. When Obi-Wan decides to go it alone to bring the fugitive to justice, a favor earned from a local smuggler may prove to be more trouble than it's worth. *Star Wars: The Clone Wars—The Smuggler's Code* is written by Justin Aclin with art by Eduardo Ferrara, and is available starting June 26.





...OR SHOULD I CALL YOU 'SHY' GUYS?

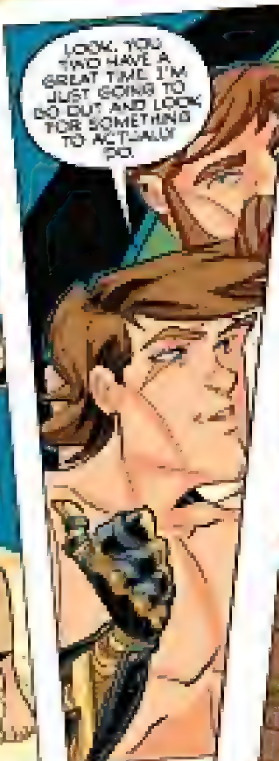
I'M NOT SHY, ANAKA.

IT JUST SEEMS FOOLISH TO BE IN A PLACE LIKE THIS WHEN THERE'S A WAR GOING ON.



ONLY YOU COULD VISIT THE FAMOUS BEACHES OF WIELL AND COMPLAIN YOU'RE NOT AT WAR, ANAKIN.

EVEN A JEDI NEEDS TO REST HIS MIND WHEN THE OPPORTUNITY ARISES.



LOOK, YOU TWO HAVE A GREAT TIME I'M JUST GOING TO GO OUT AND LOOK FOR SOMETHING TO ACTUALLY DO.



YOU CALL IT IMPULSIVENESS, I CALL IT STAYING OFF BONDSDOM.

THERE'S PLENTY TO DO HERE.



EVEN IF YOU'RE INTENT NOT TO RELAX, YOU CAN SWIM, RENT A SPEED—



IT CAN'T BE.



AFTER ALL THIS TIME...



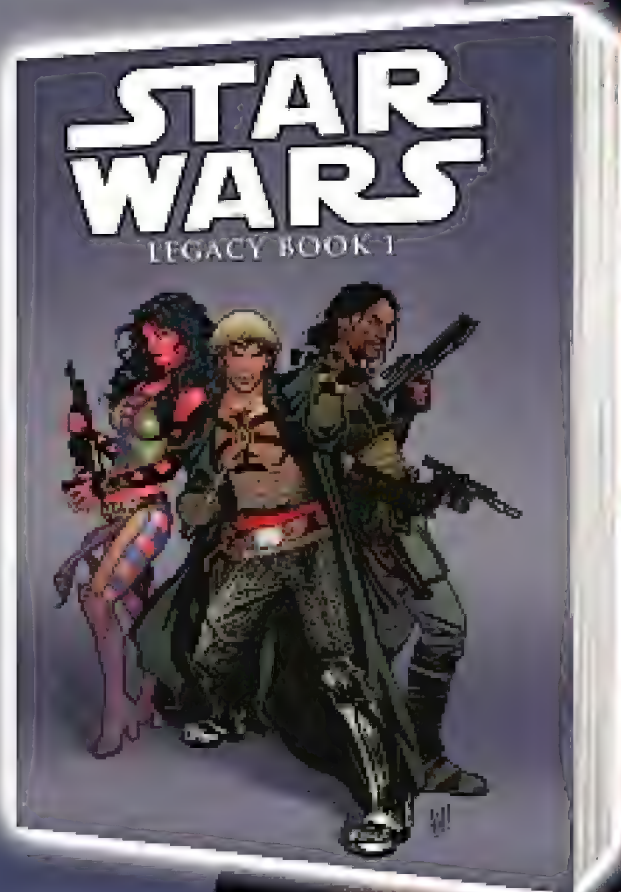
OBI-WAN, I DON'T UNDERSTAND...

OBI-WAN!

LEGACY COLLECTION

REWARD YOUR BOOKSHELF
WITH A HARDCOVER EDITION
OF *STAR WARS: LEGACY*

The bestselling *Star Wars: Legacy* series chronicles the far future of the galaxy far, far away more than 130 years after the films, when Luke's descendant Cade Skywalker is the only hope against the Sith Empire. Now, volume 1 of John Ostrander and Jan Duursema's acclaimed series appears in a deluxe hardcover edition. Weighing in at 440 pages and featuring a cover by Adam Hughes, the *Legacy* hardcover is available beginning June 12.





STAR WARS THROUGH THE LOOKING GLASS

ANNIKIN STARKILLER, LAZER SWORDS, AND SITH KNIGHTS ABOUND IN... *THE STAR WARS!*

The eight-issue series *The Star Wars* brings to life a vision that has gone unrealized for nearly four decades. Writer J. W. Rinzler (*The Making of Star Wars*) and artist Mike Mayhew (*Avengers*) are adapting George Lucas's 1974 rough draft for the movie that would eventually become the global blockbuster. Stuffed with abandoned concepts including a lizard-like Han Solo, Luke Skywalker as a grizzled general, and an epic Wookiee battle, *The Star Wars* is a fascinating exploration of what might have been—and which will be in comic book form.

"Dark Horse actually pitched this idea to Lucasfilm over a decade ago, but at the time we were told that they didn't think George would go for it," explains Dark Horse's Randy Stradley. "Last year, the folks at Lucasfilm pitched the idea to us."

Rinzler admits that George Lucas may have had some reservations about his rough draft appearing in comics as a finished tale, but he worked with Dark Horse to help win Lucas over. "I had worked closely with George on the book *Star Wars Art: Comics*, and he told me how much he enjoyed comics where they told the story without using any word balloons." Inspired, Rinzler and Dark Horse produced a ten-page wordless illustrated pitch that won Lucas's stamp of approval.

But Lucas wrote many versions of the *Star Wars* script during those early years as his ideas took shape. Why choose to adapt this one? "The rough draft is the most different from the final film so it's the most fun—and it's also the first," explains Rinzler. Characters like Kane, Annikin, and Deak Starkiller take center-stage in a world where laserswords are common swashbuckling weapons and the mythology of the Force isn't quite what you remember.

In addition to George Lucas's rough draft, *The Star Wars* draws visual inspiration from vintage references such as designer Colin Cantwell's prototype Death Star, and Ralph McQuarrie's concept drawings of Wookiees, Sith, and stormtroopers holding glowing energy blades. "Many of the Ralph McQuarrie designs are actually from later script revisions," says Stradley, pointing out that a large number of characters, vehicles, and locations for *The Star Wars* needed to be designed from scratch. "That's

the fun part," agrees Rinzler. "We're kind of retro-fitting or reverse-engineering it."

It's a big task, but artist Mike Mayhew is up to the challenge. "I was trying to find someone whose work had a classic feel to it," remembers Stradley. "Out of the blue, Mike sent me samples. I could see instantly that he would be a perfect fit. He suggested colorist Rain Beredo, and the two of them have produced work far beyond what I was originally hoping for."

Because Lucas's original rough draft was sprawling and ambitious, Rinzler wanted to ensure that he gave the material enough room to shine. "It's an outpouring of all of George's ideas in one great long draft," he says. "It's raw and needs some work here and there, but all the important parts are there and it's got that same sense of fun that the original film had."

"This is almost like a blue-sky version of *Star Wars*, because there's no way they could have filmed the rough draft back then," Rinzler adds. "It would have cost more than any studio would have been willing to spend. In a way it's more like an HBO eight-part mini-series, with extremely high production values."

But of course, the rough draft never went into production, and Lucas jettisoned many of his concepts in the process of streamlining the story and tightening the filming budget. "One thing I think George is sorry to have abandoned is the idea of Wookiees flying proto X-wings to attack the Death Star," says Rinzler, who was able to restore the scene for *The Star Wars*.

The first issue of *The Star Wars* is due in September, and Stradley promises that the series will be a "mind-blower" for fans. "There are concepts, character types, and names that will be familiar to *Star Wars* fans, but they're all put together in different ways," he says. "I think fans will recognize a lot, but at the same time feel as though the ground has shifted under their feet."

Rinzler agrees, viewing *The Star Wars* as a way to appreciate the films by putting a new lens on the creative process. "You have twins, but it's not Luke and Leia. You have a father who's half-man, half-machine, but it's not Darth Vader. You have a Tarkin, you even have a kind of Jabba the Hutt character. It's a way of giving life to another story written by one of the greatest storytellers of his generation."



INCOMING

THE LATEST *STAR WARS* GEAR YOU'LL WANT TO ADD TO YOUR COLLECTION! WORDS: JAMES BURNS

TOPPS

**MOST
WANTED**

STAR WARS JEDI LEGACY

Topps and *Star Wars* go a long way back—in fact Topps first produced cards when the original movie was released in 1977. But the latest series is possibly their best yet! In the old days, you'd expect a tough piece of bubblegum with your cards. Now there's a good chance you could end up with actual *Star Wars* relics! Who knows, you could take home some of Chewbacca's hair, Ewok fur, or even a piece of the sail from Jabba's barge!

It's not just about cool artifacts! You also might find personally autographed cards from *Star Wars* superstars such as Carrie Fisher and Mark Hamill!

There are 135 cards to collect in total, with the basic 90-card set telling the story of the Skywalkers, as Luke attempts to redeem Darth Vader.

Available: Now

Price: Hobby Single Pack (8 cards per pack) \$4

Hobby Box (24 cards per box) \$96

NEVER TELL ME THE ODDS

What are your chances of getting something really cool (per box)?

Single Film Cell 1 per box

Autograph 1:3

Ewok Fur 1:8

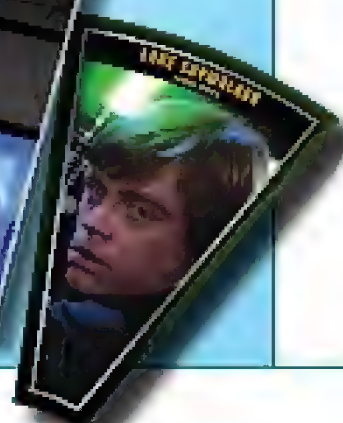
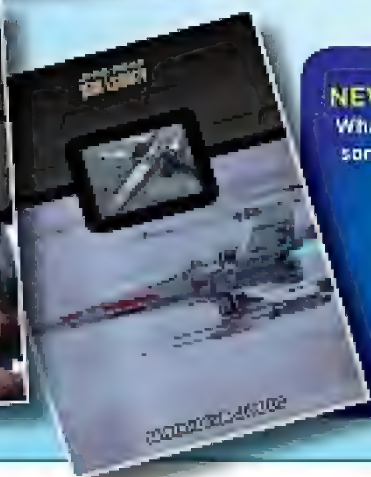
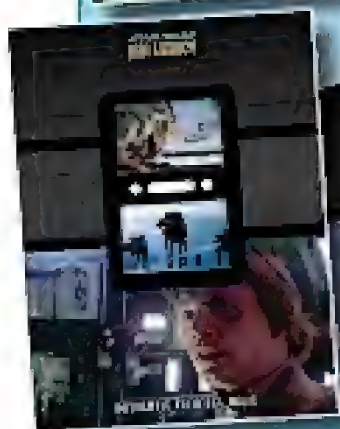
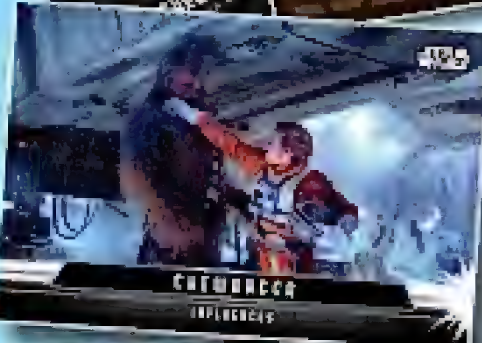
Double Film Cell 1:4

Triple Film Cell 1:6

Jabba Barge Sail 1:14

Printing Plates 1:30

Chewbacca Hair 1:30



BLADEZ



BLADEZ TOYS: R5-D4 IS THE NEW DROID IN TOWN!

Bladez Toys is a UK-based company that took the UK Toy Fair by storm in 2012 with their Jumbo Inflatable remote-control R2-D2 droid. In 2013, they exhibited for the first time at the International Toy Fair in New York and they managed to create the same buzz—this time with a Jumbo Inflatable remote-control R5-D4 droid.

At *Star Wars Celebration VI* there were two samples of R2-D2 on display and these could have each been sold several hundreds of times over. As such, demand for the *Star Wars* Inflatable R/C R2-D2, standing at over 25" tall, has been high, and Bladez Toys

are delighted to be bringing R5-D4 to "life" later this year. R5-D4, like R2-D2 before him, features a child-friendly remote-control handset, enabling the droid to move forward, back, left, and right, plus perform stunts and 360-degree spins. The innovative package comes complete with a pump, handset, tri-band remote-control drive unit and inflatable shell, which is interchangeable with the entire range and stands over 65cm high. We think this is the droid you're looking for!

Available: Q3 2013

Price: \$65

WELOVEFINE.COM

The winners of the *Star Wars: Dark Side* Design Contest judged by Steve Sansweet, Chris Hardwick, Adrienne Curry, and Jimmy Mac & Jason Swank from Rebel Force Radio are finally in. You can check out the winning designs for yourself at WeLoveFine.com! WeLoveFine.com is continually making new designs available, and for this issue we've picked a couple of our favorites to share with you. Select Your Arcade Hero is, as the name suggests, an arcade-inspired design featuring the four leading Rebel Alliance characters from *Star Wars: A New Hope*.

The next design by Mark Daniels of Sublevel Studios features a Boba Fett helmet and crest with the motto "Dead or Alive." Both designs are available to buy now along with hundreds of other *Star Wars*-inspired designs, featuring tees for women, infant onesies, tees for infants, sublimated tee designs, regular tees for men, plus their embroidered polo shirts, too.

Available: Now

Price: \$25 each





JAKKS PACIFIC

Darth Vader figures come in many different sizes, but at 31" tall this is the largest articulated version of the iconic villain to date. Created by JAKKS and first shown publicly at the International Toy Fair in New York City in February, the figure has seven points of articulation, highly detailed features, and of course his lightsaber!

Expect to see additional figures later this year, including a 501st Legion Clone Trooper and a Shock Trooper!

Available: July

Price: \$49.99

HER UNIVERSE

Her Universe, led by Ashley Eckstein, the voice of Ahsoka, continues to go from strength to strength with lots of cool new products.

One of its first new releases for Spring is their super cool Rogue Squadron Hooded Tank, modeled here by Ashley herself. Available in multiple sizes to suit all women, this bright orange tank top features the Rogue Squadron insignia and a hood that mimics a helmet!

Available: Now

Price: Tbc



FANTASY FLIGHT GAMES

Fantasy Flight Games keep the products and accessories coming for the wildly successful *Star Wars: Edge of the Empire* Roleplaying Game. Each new product adds value to the game by bringing in new play elements, adversaries, and challenges.

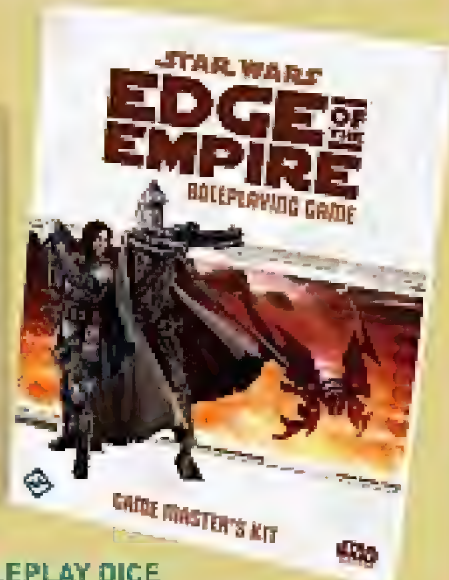


EDGE OF THE EMPIRE—GAME MASTER'S KIT

Keep your *Star Wars* roleplaying campaign focused on the action with the *Star Wars: Edge of the Empire* Game Master's Kit. The Game Master's Kit includes a screen that keeps a host of useful pieces of information right at the player's fingertips during gaming sessions. It also provides useful information about using the game's nemesis system in your campaigns, and includes a complete adventure for GMs to carry their players beyond the events of the adventure featured in the Core Rulebook.

Available: July/August

Price: \$19.95



EDGE OF THE EMPIRE—ROLEPLAY DICE

The situations in which the characters of *Star Wars: Edge of the Empire* find themselves are rarely simple, but that doesn't mean that you and your friends can't figure out the best way to resolve them. Custom *Star Wars: Edge of the Empire* Roleplay Dice come 14 to a pack and allow players and Game Master's to quickly determine the success or failure of actions in the game, while advancing the story's narrative with advantages and threats. It's one expansion pack you'll want to throw again and again!

Available: July/Aug

Price: \$14.95

CREATURES!

If they're cute, cuddly, and *Star Wars*-related, then there's a good chance they've been made by Comic Images, the makers of rag dolls, plushies, backpacks, slippers, and much more. Always looking to add to its expansive range of *Star Wars* products, Comic Images have come up with several exciting new products.

Star Wars Creatures stand 10" tall and feature four fan favorites from the Original Trilogy: a bantha, a tauntaun, a wampa (right), and the rancor.

Available: July
Price: \$15 each



RAG DOLLS

Finally, we have a *Star Wars* take on the classic Rag Doll with characters to please all—Darth Vader, Yoda, Chewbacca, and a stormtrooper.

Available: July

Price: \$9.99 to \$10.99 each

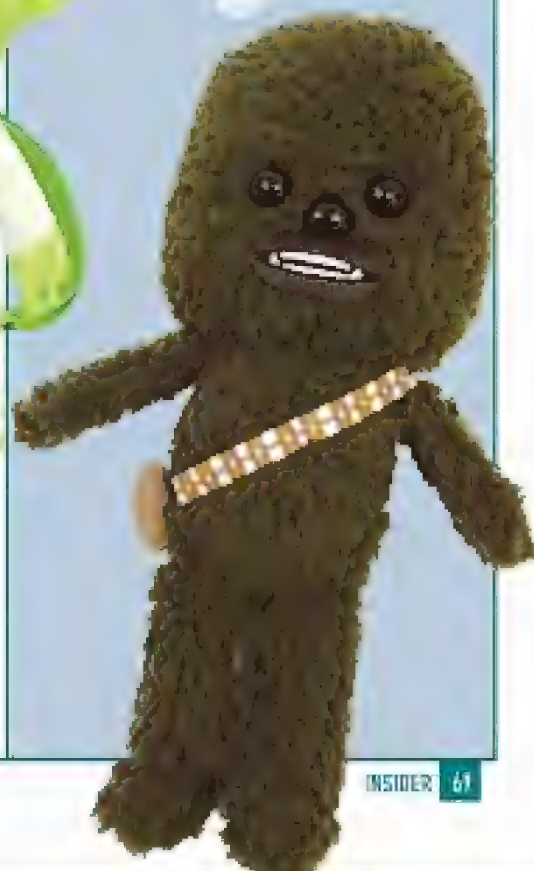


BACKPACK BUDDIES

Continuing their line of Backpack Buddies, all of which feature adjustable straps and carry pouches, Comic Images have decided to take more of a whimsical look at some previously released classic characters. First up with the new look are Darth Vader and Yoda. These new designs look great and we can't wait to get them on our backs and filled with *Star Wars* collectibles this Summer!

Available: July

Price: \$34.99 to \$37.99 each



HALLMARK

Known for their great sculptures and designs, Hallmarks' *Star Wars* collectibles inspire convention-goers to queue for hours to get their hands on them.

Hallmark continues its celebration of the *Star Wars* saga with six new Keepsake Ornaments, available from July 13 at Hallmark Gold Crown stores across the U.S., along with an additional exclusive that will be sold at San Diego Comic-Con International and New York Comic-Con later this year. Five of the seven Keepsake Ornaments celebrate the 30th anniversary of the theatrical release of *Return of the Jedi*.



At *Jabba's Mercy* depicts Jabba the Hutt lounging in his palace with protocol droid C-3PO at his side and features dialogue from the film. The battery-operated ornament is 4 1/2" wide and sells for \$32.95.



Jango Fett as seen in *Attack of the Clones* comes with a flaming jetpack and blasters drawn. The infamous mercenary is rendered at 4 1/2" high and sells for \$14.95.

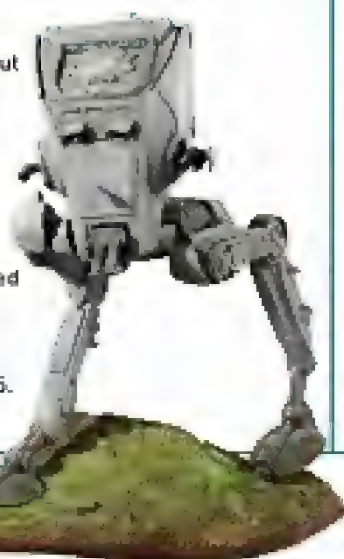


Boushh is the bounty-hunter identity adopted by Princess Leia in *Return of the Jedi* whilst trying to rescue Han Solo from being an ornament himself on the wall of Jabba's palace! This ornament, which is 4 1/2" high and sells for \$14.95, will be available in limited quantities as part of Hallmark Keepsake Ornament Premiere scheduled July 13-14 at Hallmark Gold Crown stores in the U.S.

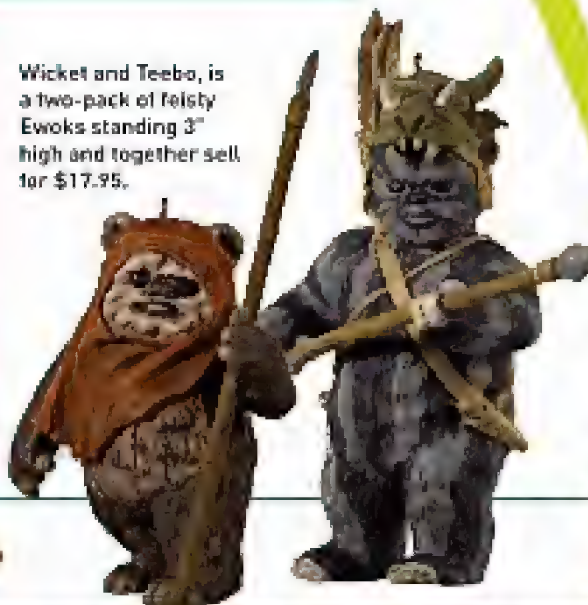


Wrath of the Rancor is this year's *Star Wars* Keepsake Ornament created especially for sale in limited quantities at Comic-Con International, to be held July 18-21 in San Diego, California, and at New York Comic Con, set for October 10-13 in New York City. Measuring 3 1/2" high, it captures Luke Skywalker's struggle with the savage creature dwelling below Jabba's palace in *Return of the Jedi*. Pricing to be confirmed.

All Terrain Scout Transport (AT-ST) is another ornament featuring sound effects from *Return of the Jedi*. This battery-powered Keepsake Ornament is 4 3/8" high and sells for \$29.95.



Wicket and Teebo, is a two-pack of feisty Ewoks standing 3" high and together sell for \$17.95.



Yoda as imagined for the popular world of LEGO *Star Wars* comes standing on a LEGO brick. The ornament is 3 1/2" high and sells for \$14.95.





DARTH MALGUS SIXTH SCALE FIGURE

In the last 18 months, we've seen Darth Malgus released as a 3 3/4" action figure from Hasbro, a statue from Gentle Giant (that shipped with a limited collector's edition of *Star Wars: The Old Republic*), and a life-size figure from Sideshow Collectibles. There's more on the way, too, with a mini-bust coming later this year from Gentle Giant, with a Premium Format figure coming in July from Sideshow Collectibles.

You may be surprised to learn that there is another! From *The Old Republic*, Sideshow Collectibles presents the Darth Malgus sixth scale figure. The formidable commander of the Imperial Army is outfitted with detailed armor, a fabric cape, and signature lightsaber (both lit and unlit). The Sideshow Exclusive Edition includes an additional unscarred head as seen before he led the surprise assault on the Core World of Alderaan.



CLONE COMMANDER WOLFFE SIXTH SCALE FIGURE

While confronting the *Malevolence* in the Abregado system, most of the Wolfpack (104th Battalion) was eliminated, except for Platoon Koon, Wolffe, and troopers Sinker and Boost. They were rescued by Anakin Skywalker and his Padawan, Ahsoka Tano. Wolffe had his unit adopt new clone trooper armor in honor of his fallen comrades. Refusing to let the loss of the Wolfpack deter him from his service, he inspired loyalty amongst his men. The same rings true of Dave Filoni, whose inspiration for the Wolfpack was to inspire loyalty at the helm of the team behind *The Clone Wars*.

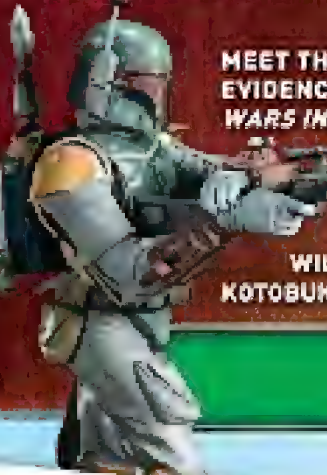
Sideshow Collectibles presents the Clone Commander Wolffe Sixth Scale Figure. Also known as CC-3636, Clone Commander Wolffe comes loaded with four interchangeable heads (including Phase 1 and Phase 2 helmets), a complete array of weapons, including a removable jetpack and droid popper which—as we've come to expect from Sideshow Collectibles—is also fully articulated. This is sure to be a sought-after piece and comes complete with *The Clone Wars* display base.

The Sideshow Exclusive Edition will include a Commander Wolffe CC-3636 Display Base with Wolfpack logo.

Available: October 2013

Price: \$159.99

BOUNTY HUNTERS



MEET THE STARS, SHOW THE EVIDENCE, WIN THE BOUNTY! *STAR WARS INSIDER'S* BOUNTY HUNTERS SECTION IS SPONSORED BY KOTOBUKIYA. EACH ISSUE'S WINNER WILL RECEIVE THIS FANTASTIC KOTOBUKIYA *STAR WARS* STATUE KIT!

KOTOBUKIYA



Ray Park (in the middle, giving a thumbs up) poses in the fun with Garrison Titan of Seattle!

BOUNTY WINNER!

RAY OF LIGHT

During the Emerald City Comicon, our 501st garrison (Garrison Titan of Seattle) welcomed Ray Park, AKA Darth Maul, to our charity photo booth. We raised \$7,133.38 for the Children's Therapy Center over three days. Here is our group picture with Ray.—James Holliday, BH-2950, Garrison Titan Commanding Officer

THE EARLY GIRL CATCHES HER DROID!

Prior to the second day of Celebration V, my husband said that he wanted to get an early start to beat the lines. I didn't really understand the need to go early since the doors would not open until 10am anyway.

Then he said: What if our daughter Natalie—who was dressed as Princess Leia—was able to get a photo with a *Star Wars* celebrity simply by being in line early? He had seen Anthony Daniels greeting fans waiting for the doors to open during previous conventions.

We got there early and guess who waved Natalie over?

C-3PO himself: Mr. Anthony Daniels. Naturally, my husband won't let me live down that "told you so" moment!—Stephanie Devenish, by email



Fancy waving you here! Natalie meets Anthony Daniels thanks to an early start!

FETT AND ACKBAR IN DUPLICATE!

I met Jeremy Bullock and Tim Rose at Celebration VI, and had my photos taken with them while I was in costume as their characters: Boba Fett and Admiral Ackbar!—Lowell Gilbert, by email



Jeremy Bullock gives Lowell some handy hunting advice!



Lowell meets the original Ackbar, Tim Rose!

CAN YOU GO ONE BETTER?

DO YOU KNOW NATALIE PORTMANN ARE YOU FRIENDS WITH FRANK OZZI MAYBE YOU'VE ARM-WRESTLED AHMED BESTY WE WANT TO SEE! SEND PHOTOS OF YOUR ENCOUNTERS WITH THE STARS OF *STAR WARS TO: ROBBY MONTERS, STAR WARS INSIDER* VIA THE CONTACT DETAILS ON PAGE 3, OR EMAIL US AT STARWARSINSIDER@TITANMAIL.COM

ITALIAN INVASION!

I had the chance to meet some *Star Wars* celebrities in my hometown, Torino, in Italy.—Luca Ferris, Torino, Italy



Luca meets Ken Colley (Admiral Piffi) and the late Richard Lasker (Admiral Ackbar) at Star Wars Convention in Torino, Italy



Luca's a family picture featuring his son and his wife

VOL
75

BANTHA TRACKS

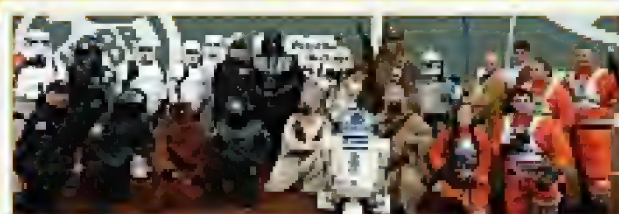
BY THE FANS.
FOR THE FANS.

FAN-TASTIC!

ON OUR LIST OF FAVORITE THINGS AT *BANTHA TRACKS*: *STAR WARS*, OUR FAVORITE SPORT TEAMS, AND COZY FAMILY SPACES THAT REFLECT OUR PASSION FOR THE SAGA.

Star Wars characters—thanks to local chapters of the 501st and Rebel Legions, Mandalorian Mercs and Jedi groups—have been pepping up on sports fields everywhere, providing their home teams with a Force-full edge during official *Star Wars* games. Most of these games have a charity element, as well as the obvious fun of seeing *Star Wars* characters throw out the first pitch, or stormtroopers “guarding” the umpires.

After our coverage of the big games, read on for a glimpse of an ultimate family reflection of *Star Wars* fandom at home.

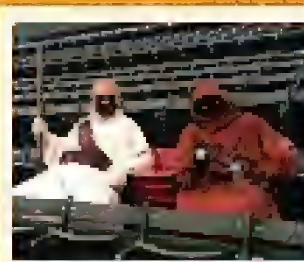


↑ SOX WARS

Members of the New England Garrison of the 501st Legion, at the Futures at Fenway event for the Boston Red Sox.

“The rain held off, the crowds loved seeing their favorite characters, and the whole thing was a huge success!” reports Mike Bruno, Commanding Officer of the New England Garrison. “The Red Sox treated our members very well. In fact, they were so pleased that they have already asked us to return for this event next year.”

→ Representing the “Outer Rim field,” a Tusken Raider and Jawa from the New England Garrison wait for the festivities to start at Fenway.



GET IN TRACKS!

DOUBLE VICTORY →

The second annual *Star Wars* night for the Akron Aeros saw victory on and off the field, with a win over the New Hampshire Fisher Cats, and thousands of dollars raised for the Akron Children's hospital. The Great Lakes Base of the Rebel Legion, the Mandalorian Mercs, and the Ohio Garrison of the 501st Legion all had members in attendance at the game.

"In addition to having us there for pre-game festivities and interacting with fans during the game, this year the Aeros put together custom *Star Wars* baseball jerseys, which were auctioned to benefit the Akron Children's Hospital," writes Geoff "Krash" Krickhan of the Great Lakes Rebel Legion.

Krickhan reports that after pooling their resources, the fans managed to win the jersey of Aeros third baseman, Ryan Rohlinger, in the auction.

"The reason we wanted one of these jerseys so badly was that the artwork was homage to the Sam Bish Foundation, named after a local boy we befriended shortly before he passed away of cancer," says Krickhan. "Our plan was to bring one of Sam's jerseys home to his parents. It was like our own private championship trophy."

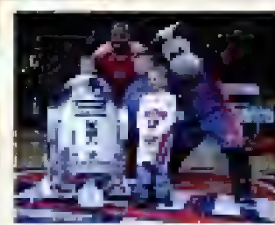
The money the jersey auction generated

for the Akron Children's Hospital was reported to be by far the most money ever raised by a jersey auction in team history.

"Later, we went back out on the field for the postgame *Star Wars*-themed fireworks," concludes Krickhan. "Let me tell you, lightsaber-dueling with your friends as fireworks go off in the sky and *Star Wars* music is playing is an awesome way to end a very good day!"

↓ At the Tulsa Drillers baseball "Family Fun Night," local members of the 501st and Rebel Legions, and the Mandalorian Mercs greeted fans and added more fun to the evening.

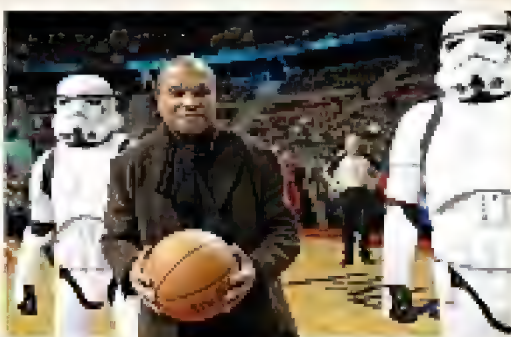
"One of our group even got to throw out the first pitch of the game!" reports Curt Curtie. "It was a fantastic evening and it looks like this is going to become an annual event for us."



↑ "We did our second *Star Wars* Night with the Detroit Pistons," writes Mike Lica of the Great Lakes Garrison. "There were over 20 costumed characters in attendance from the 501st and Rebel Legions."

↓ Lica reports that Fox Sports interviewed R2-D2. Billy Dee Williams (Lando Calrissian) was in attendance signing autographs and, at one point, handed the basketball to the referees while flanked by Garrison members.

"The Pistons management could not have been more pleased with the event and we were just as pleased with them and their hospitality," says Lica.



BANTHA TRACKS SUBMISSION GUIDELINES

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Each submission must include the creator's name, age, contact details, date the work was created, and a statement that the work is original and created by the person submitting it.

Send electronic files to banthatracks@starwars.com, or send your snail mail to Bantha Tracks, c/o Mary Franklin, P.O. Box 29901, San Francisco, CA 94129.





↑ THE ULTIMATE *STAR WARS* FAMILY ROOM

The Laffrey family—Bryan and Jay, and their children Daniel (12) and Selena (8), have created the perfect place in their home to enjoy their most impressive *Star Wars* collection and to relax together watching movies... particularly *Star Wars* movies!

Jay and Bryan describe themselves as *Star Wars* super-fans who have had a life-long love affair with the saga. Both of them began collecting the toys with the re-releases in the 1990s. When they met, one of their favorite things to do together was go to stores and hunt for new *Star Wars* toys. The dads have done their best to pass the magic of *Star Wars* to their kids. Daniel loves *Star Wars* as a whole, and Selena is a more specific fan, liking Padmé and Ahsoka Tano.

Bryan generously took the time to answer questions from *Bantha Tracks* about the creation of their great *Star Wars* space.

Bantha Tracks: It's fun to see all the toys out of packages. Am I correct to assume they are played with, too?

Bryan Laffrey: Yes, the toys do get played with. Toys are meant to be enjoyed, and that's hard to do in a box. The collection you see is the result of our collecting over the years and it now resides in our family room where it can be enjoyed by the whole family.

Do you lean toward Imperials or rebels?

Jay tends to lean Imperial and I toward rebels. The bad guys have cool outfits, but who didn't want to be the good guy as a kid?

How did you create the ceiling?

The star ceiling mural was done by a talented friend of the family who used to be a graffiti artist. He brought his airbrush compressor and spray cans and knocked out that mural in an afternoon. It was a lot of fun to watch.

Who did the art on the walls?

The Millennium Falcon art at the front of the room are wall decals we purchased online. The giant Rebel Alliance and Imperial graphics were hand-painted by me.

The whole room was inspired by the control room on the *Death Star* where Luke, Han, Chewie and the droids hide out until they discover the princess is on board. It shaped up pretty well and it's not only a good home for our collection, but also a great place to have a snack and hang out to watch *Star Wars* in HD! Our only problem with the room is that now, with three more movies coming out, we need to add a second floor.



Does *Star Wars* seep into the rest of the house, or is it mostly confined to this room?

Star Wars does seep into the rest of the house. We keep our 12-inch figures in our computer/office space and yet it still leaks out to other rooms. We try to keep it contained but... you know... it's *Star Wars*. Why not show what you love?

Correction: Thanks to Brian Rehka for sending in this correction, to *Bantha Tracks* #72. We printed that Salacious Crumb was in the Belgian Props Jabba's palace area at *Star Wars Celebration VI* in Orlando. In fact, this Salacious was created by Rehka and his friend Tony Graco, and lived in the S01st Experience room at *Celebration VI*.



↑ THE MIGHTY M-PIRE!

Jon "Blasty" Leopold of the Great Lakes Garrison created his own "M-Pire" stormtrooper armor in honor of his team, the Michigan Wolverines.

"As Michigan uses a black 'M' for their logo, I decided that it also means all other schools fear the M-Pire!" writes Leopold, who is pictured in his armor with Michigan's Sugar Bowl football trophy from 2012.



↑ The M-Pire trooper donating blood at the "Be a Hero at the Big House" blood drive.

→ Piggy, mascot of the Great Lakes Garrison, with Leopold's M-Pire license plates.

All M-Pire photos by Mike Sheldon.



FANTASY STAR WARS SPORTS TEAMS

In this galaxy, my favorite sports team is the San Francisco Giants baseball team. Whenever I can get to AT&T Park, I do; and when I cannot, I listen to the evening games on my antique radio. It's old-school and I love it. I have it permanently set to the Giants' AM station, and I have to wait for the tubes to warm up before it starts playing. If it's cold in my apartment, it takes longer. The announcer for Giants' radio has a classic baseball sportscast voice that fits perfectly with the experience.

Outside of Giants' baseball, my favorite sports are rugby and ultimate fighting. This edition of *Bantha Tracks* got me thinking: What would my fantasy sports teams be if I could pick players from the *Star Wars* universe?

FANTASY STAR WARS RUGBY

The New Zealand All Blacks are my favorite rugby team in this galaxy, maybe because of the terrifyingly convincing Haka (www.allblacks.com or search YouTube for "all blacks haka") that they perform to intimidate the opposing team before every game.

I didn't have to think for very long before knowing my fantasy rugby team would be led by Captain Rex. Along with Rex, these players would be in my scrum: Hardcase (he'd take orders from Rex), Echo, Keeli, Walle, Fives,

Gregor, and Fox. In my backs: Waver (he'd be glue to hold the team together), Bail, Jesse, Cut, Hovv, and any two members of the 501st. This team would dominate rugby in any universe.

In rugby, the term "99" means simultaneous retaliation by the entire team if one team member gets in a spot of trouble. So clone 99 would always be at our games in spirit.

No Cody on my team. I don't trust him.

A very plausible start to the individual style of the clones could have come from team sports. Imagine playing a match of very rainy rugby on Kamino. How could you tell which clone was your teammate when you wanted to pass the ball? Thus originated the tattoos, the interesting hair, and the other forms of personal style that distinguish the clones. My clone rugby team, the Kamino Tanks, would all have a similar patch of turquoise-dyed hair, with a Kaminoan hieroglyph tattooed on their heads, so they could quickly spot each other on the playing field. Their style would make them look even more intimidating to the opposing team—*yes*, if they would need that.

FANTASY ULTIMATE FIGHTER

This takes more thought.

They'd have to not just really tough, but fast, rager, quick-thinking and resourceful. It would

be best if my ultimate fighter could look improbable. Like the Mickey character in *Snatch*.

One might consider a Wookiee at first, but Wookiees can get into a rage and stop thinking—not good for the Ultimate octagon. My Ultimate fighter needs to keep his or her head—to keep thinking of how to get the upper hand, even if it means a little underhand...

Underhand. Cad Bane? Not tough enough. Bossk? He'd be incredible at Ultimate fighting. But the Ultimate in underhanded would be a Sith. Make Darth Maul my Ultimate Fighting Fantasy pick. We'd have to keep all those intimidating tattoos covered up before he got in the ring, to help give the opposing fighter a false sense of confidence, but it could be done. His walk-in song would be something by Sith Against the Machine.

Time to check on the Giants' spring training! They are spring training now, but by the time this prints they will be back to dominating the league. In my fantasy sports league, the Kamino Tanks and Darth Maul will be dominating as well!

Which *Star Wars* characters would you choose to take part in your favorite sports? Write in to the usual address and let us know!

Get in Tracks!



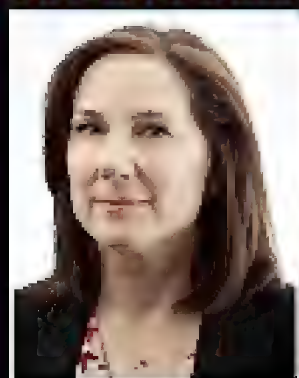
Mary Franklin Editor,
Bantha Tracks



Fans of the *Star Wars* saga and of pop culture, from all across the world, will soon be headed to Essen, Germany, as the second Celebration Europe gets underway July 26-28, 2013, at the Messe Essen. For three days, fans will

enjoy *Star Wars* celebrity appearances, unique first looks into the future of *Star Wars*, live entertainment, a vibrant exhibit hall floor, exclusive collectible shopping, exhibits, behind-the-scenes panels, and more.

KATHLEEN KENNEDY HER PREMIERE CELEBRATION APPEARANCE!



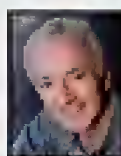
Kathleen Kennedy, president of Lucasfilm and producer of *Star Wars* Episode VII, will make her inaugural *Star Wars* Celebration appearance. Fans can expect to see Kennedy on the Celebration stage, talking with celebrity host Warwick Davis about her amazing career in the movie industry and her recent move to Lucasfilm.

Nominated for eight Academy Awards®, Kennedy is one of the most successful and respected producers and executives in the film industry today. She joined Lucasfilm in 2012, personally selected by George Lucas to lead the company into a bold new era.

THE LIST OF STARS IS GROWING: CELEBRATION AUTOGRAPH HALL

Official Pix, Lucasfilm's licensee for official *Star Wars* autographs and celebrity photographs, will bring talent from the cast and crew to the Celebration Autograph Hall. Those attending the show can meet favorite performers and get their autographs. Many of the stars appearing in the Autograph Hall will also be seen on stage for interviews, fun, and question & answer sessions with the audience.

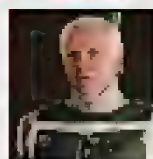
See the most up-to-date and complete list, as well as information on tickets, hotels, and Celebration Europe programming at www.starwarscelebration.eu. For information on autograph pricing and schedules, go to www.officialpix.com.



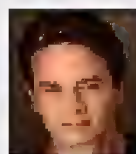
Anthony Daniels, the much-loved actor behind C-3PO, is slated to attend Celebration Europe, signing autographs and meeting fans in the Celebration Autograph Hall, and appearing on the Celebration Stage.

No stranger to Celebrations, Daniels is always an entertaining presence. In addition to his considerable contributions to the movies, the actor is steeped in *Star Wars* lore, having spent much of 2009 through 2011 as the narrator of the spectacular symphony event, *Star Wars: In Concert*. He is the only actor to appear in all six *Star Wars* movies.

Four Fetts - For the First Time in Europe!
This July in Essen, *Star Wars* fans will be able to meet four actors who have performed as the iconic Boba Fett, the favorite bounty hunter from the first *Star Wars* trilogy, and from *Star Wars: The Clone Wars*. This unprecedented collection of on-screen bad boys will be a first for Celebration Europe. Over the course of the weekend, attendees can meet these actors in the Celebration Autograph Hall, and expect to see them on the Celebration Stage as well.

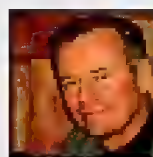


Jeremy Bulloch's performance as Boba Fett in *The Empire Strikes Back* and *Return of the Jedi* has resulted in him becoming a true favorite with fans, and appearing at sci-fi conventions and events all around the world. It was while on holiday in Tuscany, Italy, that Bulloch received a surprise telephone call inviting him to make a cameo appearance in *Revenge of the Sith* as Captain Cotton. He reports it was great fun to meet up with George Lucas and some of the characters again after so many years.



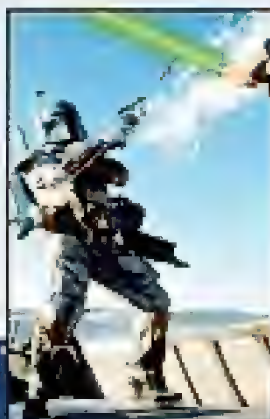
Daniel Logan's performance the young Boba Fett in *Star Wars: Episode II Attack of the Clones* is widely regarded as one of the highlights of the movie.

Daniel reprised his role as the voice of Boba Fett in the animated television series *Star Wars: The Clone Wars*. He resides in Los Angeles and is continuing a career in acting.



John Morton is best known as Dak, Luke Skywalker's back-seat gunner in the Battle of Hoth, as shown in *The Empire Strikes Back*. He also appeared in the film substituting for Jeremy Bulloch

as Boba Fett on Bespin when Boba utters his famous line to Darth Vader, "He's no good to me dead." Currently, he is a regular contributor to the Official *Star Wars* Blog.



Dickey Beer has a wealth of behind-the-scenes stories, including the many roles he performed in *Return of the Jedi*. On the skill in the Sarlacc pit scene, he performed stunts for both Boba Fett and Luke Skywalker, essentially lighting himself in one scene. Beer's busy career in stunts, stunt coordination and production includes roles in *Terminator 3: Rise of the Machines*, *Pineapple Express*, and *Transformers: Dark of the Moon*.

IS ALMOST HERE!



THE JABBA'S PALACE REUNION

That's what we are calling it, and there really could not be a better name. To celebrate the 30th anniversary of *Return of the Jedi*, there will be a true reunion of cast and crew from Jabba's palace at Celebration Europe. Look for these stars in the Celebration Autograph Hall, and expect to see many on the stages:

Michael Carter—Bib Fortuna

John Coppinger—Creature crew. Supported Jabba the Hutt puppet with remote control operation. Plus Graxal Kelvyn and Senator Yarus in Episode I *The Phantom Menace*. Sean Crawford—Yak Face

Tim Dry—Tooth Face

Gerald Home—Squid Head

Simon Williamson—Max Rebo

Mike Edmonds—Operated Jabba's tail. Plus Logray, the Ewok medicine man

Toby Philpott—Jabba's left arm (operated left side)

Tim Rose—Salacious Crumb and Sy Snootles.

Plus Admiral Ackbar ("It's a trap!") (Femi Taylor

Ogilvy—Oola

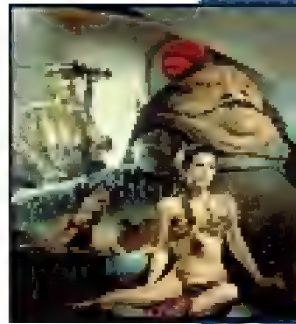
And of course these stars of *Return of the Jedi* who appeared in Jabba's palace as well!

Carrie Fisher—Princess Leia

Anthony Daniels—C-3PO

Kenny Baker—R2-D2

Peter Mayhew—Chewbacca



EXCLUSIVE STAR TOTS AT CELEBRATION EUROPE COLLECTING PANELS

World class *Star Wars* collector Gus Lopez is returning to Celebration, and he and his crew are producing an extraordinary set of panels all about the art and intricacy of collecting *Star Wars*. Especially for Celebration Europe, Lopez is organizing a program with worldwide focus, with an emphasis on Europe.

In the exciting tradition of Lopez's Celebration collecting programs, his group has designed collectibles exclusively for the show. Those attending the panels—and only those folks—will be given a different Celebration Europe Star Tot at some point during each panel. Each Star Tot will be created with an eye to meticulous detail and history, and come on its own custom cardback.

These remarkable and original collectibles are still in development, so these are not final images, but they will give you a good idea of the great things in store at Celebration Europe.

STAR WARS FAN CLUBS & ORGANIZATIONS

The Beating Heart of Celebration Europe The *Star Wars* fan clubs and organizations that will be exhibiting and presenting programming at *Star Wars* Celebration Europe are getting ready right now, and they have an incredible range of fun to share with everyone at the show.

A number of groups have applied for a table space or display area, and these chosen have much to share. Their pavilions, booths, and panels are not as much about strutting their stuff—and they have plenty to show off—but rather about sharing information, fun, and creativity with all the people who attend Celebration.

The *Star Wars* Fan Area in the Celebration Experience Exhibit Hall might remind you of an Olympic Village, with

groups represented from different countries. They all come together to enjoy many of the same things: *Star Wars*, friends, creativity, entertainment, and all the details that make their fandom so much fun for them and for others.

Much of what you see at Celebration Europe will amaze and delight you, and much of what amazes and delights you will have been created especially for the show by *Star Wars* fans.

This list of *Star Wars* Fan Clubs and organizations that can be seen at Celebration Europe is current as of this writing, but subject to change. Check www.starwarscelebration.eu often to get the latest news, plus the upcoming panel information from the fans.

CELEBRATION FAN GROUPS IN ALPHABETICAL ORDER

501st Legion, France
501st Legion, Germany
501st Legion, United Kingdom
Curio Burns/The Force United
Galactic Knights
Jedipedia
La 59^{ème} Legion
Mandalorian Mercs
Mandalorianische Beskarschmiede
Mint in Box
Mission Orange
Norwich *Star Wars* Fan Club
Projekt *Star Wars*
R2-D2 Builders' Group
Rebel Legion, Germany
Rebel Legion, United Kingdom
Rebellenstützpunkt
Saberproject
Star Wars Fans Nürnberg
Star Wars Ultras
Teekay-421
United Kingdom *Star Wars* LEGO Modelers
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ARNAUD GRUNBERG'S FIVE FAVORITE ARTIFACTS

Star Wars collector and museum creator Arnaud Grunberg picks five personal items from the Star Wars Toys exhibition at the Arts Décoratifs Museum in Paris.

1

1977 STAR WARS BADGE

This badge is one of the very first items I bought. The illustration by the Brothers Hildebrandt has always been my favorite. It captures the sense of otherworldliness of *Star Wars*. It was also the very first art used on the British cinema poster campaign. We're very proud that the original art is now part of our archives after it stayed with former 20th Century Fox President Alan Ladd Jr. for 30 years. Laddie (as he is known in the business) had championed the *Star Wars* project at Fox. Movie history told in a simple badge!



2

1978 DARTH VADER ACTION FIGURE WITH FRENCH PACKAGING

The original Kenner toys were released in France in 1978 by Meccano. They were incredibly new for their time. The decision taken by then Kenner President Bernie Loomis to make them small enough to fit sealed vehicles changed industry standards. The card was designed for Kenner by Ray Perszyk at Cato Johnson Associates—it's such a classic look that Hasbro still uses it today. The Vader photograph was airbrushed by Cato's in-house artist Billy Ellison, who was a veteran of the Allied Forces D-Day landing in France on June 6, 1944.



3

1980 PROTOTYPE OF LUKE 12-INCH FIGURE IN BESPIN GEAR

Ten large-size action figure were made by Kenner in 1978 and 1979 based on *Star Wars* characters. A few more were supposed to be released in 1980 based on *The Empire Strikes Back* characters and situations. They included Lando Calrissian, Han in Hoth outfit, Leia in Bespin gown and Luke in Bespin gear. Unfortunately, these new additions were cancelled and exist only as prototypes. Jane Abbott, costume designer at Kenner, adapted the costume John Mollo created for the film.

4

1983 SPEEDER BIKE PEDAL CAR STORE DISPLAY

A public favorite at the exhibition, this speeder bike ride-on toy is featured in its original store display. It could not be purchased back then, only won in competitions in select American shops. Kenner had the main prizes manufactured by Huffy Bike Corporation, a specialist. Store displays such as this one are very rare and quite sought after by collectors; only a couple of examples of this particular display are known to exist.



5

2012 NABOO STARFIGHTER OR ANY CURRENT CLONE TROOPER

I was lucky enough to play with the original *Star Wars* toys when they were first released back in 1978. Their design and engineering process are very much of their time, as much as '70s furniture or fashion. As a toy industry professional and *Star Wars* collector, I am amazed by the quality of the toys Hasbro has been putting on the market since the *Phantom Menace* line in 1999. I look at them with the eyes of the '70s kid and marvel at these fully articulated clone troopers. The work that goes into the manufacture of these toys is incredible. Hats off to the Kenner and now Hasbro engineers who have kept their company at the top all these years!



THE SAGA CONTINUES...

NEXT ISSUE



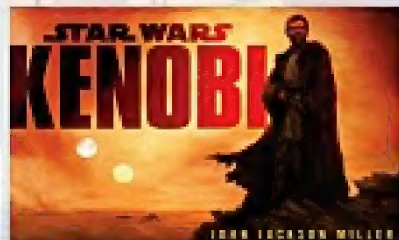
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